No. 9

AMAZING WORLD OF DC COMICS

★ COMICS ★ MOVIES ★ ANIMATION ★ NEWS AND REVIEWS ★ BEHIND THE SCENES ★ NOV. 1975 ★ $1.50

LEGION OF SUPER-HEROES

SPECIAL ALL ABOUT THE LEGION ISSUE

THE UNKNOWN LEGIONNAIRE!"?
I'M BAFFLED, LIGHT LASS! THE STATUE, LIKE THE REAL UNKNOWN LEGIONNAIRE, WEARS A LEAD MASK!
THIS STATUE HONORS THE MYSTERY YOUTH WHO SAVED THE LEGION! WHO IS HE, SUPERBOY?
I KNOW... HE'S ONE OF US!
ON THIS COVER WILL DIE! YOU'LL BE SHOCKED BY THE IDENTITY OF... "The DOOMED LEGIONNAIRE!"
LEGIONNAIRES, MY CAMERA EYE CAN PROJECT ANY EVENT I'VE EVER SEEN--LIKE THIS FIGHT BETWEEN SUPERBOY AND BIZARRO! WHO HAS A MORE UNIQUE POWER?
I HAVE! BUT I DARE NOT REVEAL IT!
IN HONOR OF THE UNKNOWN LEGIONNAIRE
THE GREATEST SUPER-HERO OF ALL TIME!
Challenge! What is "The SECRET POWER of the MYSTERY SUPER-HERO!"

This issue we're turning the ***AMAZING WORLD OF DC COMICS*** over to the ***Legion*** fans in our audience, for a cover-to-cover fact file on everything you ever wanted to know about our teen super-group. The regular ***AWODCC*** features, including ***Direct Currents,*** can be found in a special pull-out section following page 16.

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COVER: The Legion at work by Dave Cockrum.
CENTERSPREAD: The wedding of ***Bouncing Boy*** and ***Duo Damsel*** by Dave Cockrum.
BACK COVER: Model sheet for the ***Legion*** by Curt Swan, circa 1963.

THE LEGION HANDBOOK

by Neal Pozner

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EXTRA! DC's FUNNIEST FEATURE...
Adve
featuring SU
LEGION OF
NO HOLDS BARRED, "CHAMPS"! YOU'LL BOTH FIGHT TO THE FINISH...OR YOUR FELLOW-LEGIONNAIRES DIE!
KEEP SHIRT BEAST I'LL M MON- A J
EH, SUPERBOY? WITHOUT OUR SUPER-POWERS, I'M STILL TOUGHER THAN YOU ARE!

enture
COMICS
SUPERBOY and the
N OF SUPER-HEROES
JUNE
12
LEGIONNAIRES! SAY YOUR PRAYERS! I WARNED YOU NO VAULT COULD KEEP ME PRISONER!
WE'RE DEAD! HIS MAGIC IS GREATER THAN OUR COMBINED SUPER-POWERS!
RU the MERCILESS?

THE LEGION CHECKLIST

SUPERMAN
DC
NATIONAL COMICS
DEC.
NO. 267
Adventure
COMICS
APPROVED BY THE COMICS CODE AUTHORITY
"PRISONER OF THE SUPER-HEROES!"
WHAT A TWIST! EVERYONE ON THIS PLANET HAS SUPER-POWERS EXCEPT THIS CRIMINAL, SUPERBOY!
AND THIS KRYPTONITE JAIL WE'RE BUILDING WILL KEEP HIM CAPTIVE FOREVER!
Featuring: COSMIC BOY... SATURN GIRL... LIGHTNING LAD!

ACTION COMICS

267 (August 1960): "The Three Super-Heroes," Supergirl meets the LSH. (Reprinted in *Action* 334, 3/66) Binder/Mooney

276 (May 1961): "Supergirl's Three Super Girl-Friends," Supergirl joins LSH. (Reprinted in *Superboy* 147, 6/68) Binder/Mooney

285 (February 1962): "The World's Greatest Heroine," LSH cameo. (Reprinted in *Action* 360, 4/68) Binder/Mooney

286 (March 1962): "The Jury of Super-Enemies," LSV cameo. Swan/Klein art, Swan pencilled cover.

287 (April 1962): "Supergirl's Greatest Challenge," featuring LSH. (Reprinted in *Action* 373, 4/69) Mooney art.

288 (May 1962): "The Man Who Made Supergirl Cry," Mon-El cameo. Mooney art.

289 (June 1962): "Superman's Super-Courtship," Adult LSH cameo. (Reprinted as "When Supergirl Played Cupid" in *Adventure* 390, 4/70) Mooney art.

290 (July 1962): "Supergirl's Super Boy-Friends," Phantom Girl cameo. Mooney art.

297 (February 1963): "The Forbidden Weapons of Krypton," Mon-El cameo. (Reprinted in *Super DC Giant* S-24, 6/71) Dorfman/Mooney

298 (March 1963): "The Super-Powers of Lex Luthor," LSH cameo. (Reprinted in *Super DC Giant* S-24, 6/71) Dorfman/Mooney

306 (November 1963): "The Maid of Doom," Brainiac 5 and Mon-El cameos. (Reprinted in *Adventure* 398, 10/70) Mooney art.

307 (December 1963): "Supergirl's Wedding Day," Saturn Girl cameo. (Reprinted in *Adventure* 390, 4/70) Mooney art.

309 (February 1964): "The Superman Super-Spectacular," LSH cameo. Swan/Klein cover and art.

319 (December 1964): "The Super-Cheat," Shrinking Violet cameo, Mooney art.

334 (March 1966): Swan/Moldoff cover.

360 (April 1968): Swan/Klein cover.

365 (July 1968): "Superman's Funeral," LSH cameo. Andru/Esposito art.

373 (April 1969): Adams cover.

378 (July 1969): "The Forbidden Fruit," Shooter/Mortimer/Esposito

379 (August 1969): "One of Us is an Impostor," Bridwell/Mortimer/Abel

380 (September 1969): "Half a Legionnaire," Shooter/Mortimer/Abel

381 (October 1969): "The Hapless Hero," Shooter/Mortimer/Abel

382 (November 1969). "Kill a Friend to Save a World," Shooter/Mortimer/Abel

383 (December 1969): "Chameleon Boy's Secret Identity," Bridwell/Mortimer/Abel

384 (January 1970): "Lament for a Legionnaire," Shooter/Mortimer/Abel

385 (February 1970): "The Fallen Star Boy," Bridwell/Mortimer/Abel

386 (March 1970): "Zap Goes the Legion," Bridwell/Mortimer/Abel

387 (April 1970): "One Hero Too Many," Bridwell/Mortimer/Abel

389 (June 1970): "The Mystery Legionnaire," Bates/Mortimer/Abel

390 (July 1970): Part I: "The Tyrant and the Traitor," Bridwell/Mortimer/Abel

391 (August 1970): Part II: "The Ordeal of Element Lad," Bridwell/Mortimer/Abel

392 (September 1970): "The Legionnaires Who Never Were," Bates/Mortimer/Abel

ADVENTURE COMICS

247 (April 1958): "The Legion of Super-Heroes," (Reprinted in *Superman Annual* 6, Winter 62/63) Binder/Plastino, Swan pencilled cover.

267 (December 1959): "Prisoner of the Super-Heroes." (Reprinted in *Superman Annual* 8, Winter 63/64) Papp art, Swan pencilled cover.

282 (March 1961): "Lana Lang and the LSH," Introduces Star Boy. (Reprinted in *Adventure* 356, 5/67) Binder/Papp, Swan pencilled cover.

290 (November 1961): "The Secret of the Seventh Super-Hero," Introduces Sun Boy. (Reprinted in *Superboy* 147, 6/68) Papp art, Swan pencilled cover.

293 (February 1962): "The Legion of Super-Traitors," Introduces Super-Pets (Reprinted in *Superboy* 147, 6/68) Swan/Klein art and cover.

300 (September 1962): "The Face Behind the Lead Mask." (Reprinted in *Action* 377, 6/69) Hamilton/Forte, Swan/Klein cover.

301 (October 1962): "The Secret Origin of Bouncing Boy," (Reprinted in *Superboy* 180, 12/71) Hamilton/Forte

302 (November 1962): "Sun Boy's Lost Power." (Reprinted in *Action* 388, 5/70) Hamilton/Forte, Swan/Klein cover.

303 (December 1962): "The Fantastic Spy." Siegel/Forte.

304 (January 1963): "The Stolen Super-Powers." (Reprinted in *Adventure* 403, 4/71) Siegel/Forte

305 (February 1963): "The Secret of the Mystery Legionnaire." (Reprinted in *Adventure* 403, 4/71) Siegel/Forte

306 (March 1963): "The Legion of Substitute Heroes," Hamilton/Forte

307 (April 1963): "The Secret Power of the Mystery Super-Hero," Hamilton/Forte, Swan/Klein cover.

308 (May 1963): "The Return of Lightning Lad," (Reprinted in *Adventure* 403, 4/71) Hamilton/Forte

309 (June 1963): "The Fake Superboy from Krypton," Brainiac Five cameo, Papp art.

310 (July 1963): Part I: "The Doom of the Super-Heroes," Part II: "The Last Stand of the Legion," Hamilton/Forte

311 (August 1963): "The War Between the Substitute-Heroes and the Legionnaires," Part II: "The Duel of the Legions," Hamilton/Forte; Swan/Forte cover.

312 (September 1963): Part I: "The Super-Sacrifice of the Legionnaires," Part II: "The

312 (September 1963): Part I: "The Super-Sacrifice of the Legionnaires," Part II: "The

Bravest Legionnaire," (Reprinted in ***Adventure*** 403, 4/71) Hamilton/Forte, Swan/Forte cover.

313 (October 1963): Part I: "The Condemned Legionnaires," Part II: "The Secret of Satan Girl," (Reprinted in ***Adventure*** 8/71) Hamilton/Swan/Klein, Swan/Forte cover.

314 (November 1963): Part I: "The Super-Villains of All Ages," Part II: "The Civil War of the Legion," Hamilton/Forte, Swan/Klein cover.

315 (December 1963): Part I: "The Legionnaires' Super-Contest," Part II: "The Winner of the Super-Tests," Hamilton/Forte

315 (December 1963): "The Titanic Boy of Steel," Colossal Boy cameo, Papp art.

316 (January 1964): Part I: "The Renegade Super-Hero," Part II: "The End of a Super-Traitor," Hamilton/Forte, Swan/Klein cover.

317 (February 1964): Part I: "The Menace of Dream Girl," Part II: "The Doom of the Legion." Hamilton/Forte, Swan/Klein cover.

DC
12¢
Adventure
COMICS
featuring SUPERBOY and the LEGION OF SUPER-HEROES
DREAM GIRL— WHAT HAPPENED? THESE LEGIONNAIRES HAVE BECOME CHILDREN!
YES, SUPERBOY! THE RAYS FROM THIS AURORA HAVE CHANGED THEM INTO LIGHTNING TOY, BOUNCING BABY, SUPERSTONE CHILD AND ULTRABOY! AND SOON YOU WILL BE SUPER-INFANT!
LOOK, PRETTY COLORS!
SEE WHAT MY MOMMY MADE!
WAAAH! ME HUNGRY!
featuring THE MENACE of DREAM GIRL!

318 (March 1964): Part I: "The Mutiny of the Legionnaires," Part II: "The Castaway Legionnaires," Hamilton/Forte, Swan/Klein cover.

319 (April 1964): Part I: "The Legion's Suicide Squad," Part II: "The Charge of the Substitute Heroes," Hamilton/Forte, Swan/Klein cover.

320 (May 1964): Part I: "The Revenge of the Knave from Krypton," Part II: "The Treachery of Morlock the Merciless." (Reprinted in ***Superboy*** 177, 9/71) Hamilton/Forte, Swan/Klein cover.

321 (June 1964): Part I: "The Code of the Legion," Part II: "The Weakest Legionnaire," Hamilton/Forte, Swan/Klein cover.

322 (July 1964): Part I: "The Super-Tests of the Super-Pets," Part II: "The Pet of a Thousand Faces," Hamilton/Forte, Swan/Klein cover.

323 (August 1964): Part I: "The Eight Impossible Missions," Part II: "The Amazing Winner of the Great Proty Puzzle," (Reprinted in ***Superboy*** 185, 5/72) Siegel/Forte, Swan/Klein cover.

324 (September 1964): Part I: "The Legion of Super-Outlaws," Part II: "The Battle of the Super-Teams," (Reprinted in ***Batman*** 238, 1/72) Hamilton/Forte, Swan/Klein cover.

325 (October 1964): Part I: "Lex Luthor Meets the LSH," Part II: "The Super-Vengeance of Lex Luthor." Hamilton/Forte, Swan/Klein cover.

326 (November 1964): Part I: "The Revolt of the Girl Legionnaires," Part II: "The Triumph of the Super-Heroines," (Reprinted in ***Adventure*** 410, 9/71) Hamilton/Forte, Swan/Klein cover.

327 (December 1964): Part I: "The Lone Wolf Legionnaire," Part II: "The Youth Who Wasn't Human," (Reprinted in ***Superboy*** 178, 10/71) Hamilton/Forte

328 (January 1965): Part I: "The Lad Who Wrecked the Legion," Part II: "The Secret of the Legion Rookie." (Reprinted in ***LSH*** 1, 2/73) Siegel/Mooney,Swan/Klein cover.

329 (February 1965): Part I: "The Bizarro Legion," Part II: "The Mad, Mad, Mad Bizarro Legion," Siegel/Mooney, Swan/Klein cover.

330 (March 1965): Part I: "The Secret of the Mystery Legionnaire," Part II: "The Victory of the Evil Legionnaire," Siegel/Mooney, Swan/Klein cover.

331 (April 1965): Part III: "The Triumph of the LSV," Part IV: "The Revolt of the Super-Villains," Siegel/Mooney, Swan/Klein cover.

332 (May 1965): Part I: "The Super-Moby Dick of Space," Part II:"The Cosmic Quest of Lightning Lad," Hamilton/Forte, Swan/Klein cover.

333 (June 1965): Part I: "The War Between Krypton and Earth," Part II: "The Civil War of the Legion." (Reprinted in ***LSH*** 2, 3/73) Hamilton/Forte, Swan/Klein cover.

334 (July 1965): Part I: "The Unknown Legionnaire," Part II: "The Secret of Unknown Boy," Hamilton/Forte/Moldoff, Swan/Klein cover.

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Adventure
COMICS
featuring SUPERBOY and the LEGION OF SUPER-HEROES
SUPERBOY and the SUPER-MOBY DICK of SPACE!
I'VE TRACKED YOU ACROSS SPACE, YOU MONSTER! I LOST AN ARM BATTLING YOU, BUT NOW I'LL HAVE MY REVENGE!
STOP, LIGHTNING LAD! YOU CAN'T KILL IT! YOU KNOW THE LEGIONNAIRES NEVER TAKE LIFE!

335 (August 1965): Part I: "Starfinger," Part II: "Starfinger Against the Legion," Hamilton/Forte/Moldoff, Swan/Klein cover.

336 (September 1965): Part III: "The True Identity of Starfinger," Part IV: "The Secret of Starfinger," Hamilton/Forte/Moldoff, Swan/Klein cover.

337 (October 1965): "The Weddings that Wrecked the Legion," Part II: "The Legion Dropouts," (Reprinted in ***Adventure*** 411, 10/71) Hamilton/Forte/Moldoff, Swan/Klein cover.

338 (November 1965): Part I: "The Menace of the Sinister Super-Babies," Part II: "The Time Trapper's Invincible Infant-ry," Siegel/Forte, Swan/Klein cover.

339 (December 1965): Part I: "Hunters of the Super-Beasts," Part II: "The Menace of Beast Boy." Hamilton/Forte/Moldoff, Swan/Klein cover.

340 (January 1966): Part I: "Computo the Conqueror," (Reprinted in ***LSH*** 3, 5/73) Siegel/Swan/Klein, Swan/Klein cover.

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featuring SUPERBOY and the LEGION OF SUPER-HEROES
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GREAT KRYPTON! I'VE UNMASKED THE MASTER CRIMINAL STARFINGER BUT I CAN'T BELIEVE MY EYES!
IT'S IMPOSSIBLE! HE CAN'T BE STARFINGER!
HE'S ONE OF US SUPER-HEROES! THIS WILL DESTROY THE LEGION!
SHOCKING! UNGUESSABLE! The TRUE IDENTITY of STARFINGER!

341 (February 1966): Part II: "The Weirdo Legionnaire," Part III: "The Strategy of Brainiac 5," (Reprinted in ***LSH*** 4, 7/73) Siegel/Swan/Moldoff, Swan/Moldoff cover.

342 (March 1966): Part I: "The Legionnaire Who Killed," Part II: "The Verdict of the Legion," (Reprinted in ***Superboy*** 202,6/74) Hamilton/Swan/Moldoff and Klein, Swan/Klein cover.

343(April 1966):Part I: "The Evil Hand of the Luck Lords," Part II: "The Secret of the Luck Lords," (Reprinted in ***Superboy*** 208, 4/75) Hamilton/Swan/Klein, Swan/Klein cover.

344 (May 1966): Part I: "The Super-Stalag of Space," Part II: "The Test of Brainiac 5," (Reprinted in ***Superboy*** 202, 6/74) Hamilton/Swan/Klein, Swan/Klein cover.

345 (June 1966): Part III: "The Execution of Matter-Eater Lad," Part IV: "Duo Damsel's Double-Play." (Reprinted in ***Superboy*** 202, 6/74) Hamilton/Swan/Klein, Swan/Klein cover.

346 (July 1966): Part I: "One of Us is A Traitor," Part II: "Invasion from the Edge of Space," Shooter/Moldoff, Swan/Klein cover.

347 (August 1966): Part III: "The Traitor's Triumph," Part IV: "The Legion and the Warlords," Shooter/Swan/Klein, Swan/Klein cover.

348 (September 1966): Part I: "Target--21 Legionnaires," Part II: "Birds in a Golden Cage," Shooter/Papp, Swan/Klein cover.

349 (October 1966): Part I: "The Rogue Legionnaire," Part II: "Ambushed Across the Ages," Shooter/Swan/Klein, Swan/Klein cover.

350 (November 1966): Part I: "The Outcast Super-Heroes," Part II: "The Devil's Dozen," (Reprinted in *Superboy* 205, 12/74) Bridwell/Swan/Klein, Swan/Klein cover.

351 (December 1966): Part III: "The Forgotten Legion," Part IV: "The Faces Behind the Masks," Bridwell/Swan/Klein, Swan/Klein cover.

352 (January 1967): Part I: "The Fatal Five,"

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COMICS
featuring SUPERBOY and the LEGION OF SUPER-HEROES
THERE! THAT'S THE END OF INVISIBLE KID! AND THE KRYPTONITE CHAMPS WILL FINISH SUPERBOY! SCORE--SIX LEGIONNAIRES DOWN... AND IT'S STILL MY TURN AT BAT!
THE LEGION HAS NEVER BATTLED A MORE AWESOME, POWERFUL FOE THAN--
THE FANTASTIC
DR. REGULUS
in "TARGET--21 LEGIONNAIRES!"

Part II: "An SOS to Evil," Shooter/Swan/Klein, Swan/Klein cover.

353 (February 1967): Part III: "The Doomed Legionnaire," Part IV: "Slain by the Sun-Eater," Shooter/Swan/Klein, Swan/Klein cover.

354 (March 1967): Part I: "The Adult Legion," Part II: "One Against the Legion," Shooter/Swan/Klein, Swan/Klein cover.

355 (April 1967): Part III: The War of the Legions," Shooter/Swan/Klein, Swan/Klein cover.

356 (April 1967): "The Six-Legged Legionnaire," (Reprinted in *Superboy* 181,1/72) Binder/Swan/Klein.

356 (May 1967): "The Five Legion Orphans," Bridwell/Swan/Klein, Swan/Klein cover.

357 (June 1967): Part I: "The Ghost of Ferro Lad," Part II: "The Phantom's Revenge," Shooter/Swan/Klein, Swan/Klein cover.

358 (July 1967): Part I: "The Hunter," Part II: "The Fugitives," Shooter/Papp, Swan/Klein cover.

359 (August 1967): Part I: "The Outlawed Legionnaires," Shooter/Swan/Klein, Swan/Klein cover.

360 (September 1967): Part II: "The Legion Chain-Gang," Part III: "The Legion Spies," Shooter/Swan/Klein, Swan/Klein cover.

361 (October 1967): Part I: "The Unkillables, Part II: "Time's Most Notorious Killers," Shooter/Mooney, Swan/Klein cover.

362 (November 1967): Part I: "The Chemoids are Coming," Shooter/Costanza, Swan/Klein cover.

363 (December 1967): Part II: Black Day for the Legion," Part III: "Target--Earth," Shooter/Costanza, Swan/Klein cover.

364 (January 1968): Part I: "Revolt of the Super-Pets," Part II: "Fang, Claw and Hoof." Shooter/Costanza, Swan/Klein cover.

365 (February 1968): Part I: "Escape of the Fatal Five," Part II: "Mocked by the Master," Shooter/Swan/Klein, Adams cover.

366 (March 1968): Part III: "Fight for the Championship of the Universe,"Part IV: "Showdown for Shadow Lass," Shooter/Swan/Klein, Adams cover.

367 (April 1968): Part I: "No Escape from the Circle of Death," Part II: "Victims of the Sinister Circle," Shooter/Swan/Klein and ?, Adams cover.

368 (May 1968): Part I: "Mutiny of the Super-Heroines," Part II: "Ladies First," Shooter/Swan/Klein, Adams cover.

369 (June 1968): Part I: "Mordru the Merciless," Part II: "Mordru and the Mob,"Shooter/Swan/Abel, Adams cover.

370 (July 1968): Part III: "The Devil's Jury," Part IV: "The Condemned Crusaders," Shooter/Swan/Abel, Swan/Abel cover?

371(August 1968): Part I: "The Colossal Failure," Shooter/Swan/Abel.

371 (August 1968): "When Superboy Walked Out on the Legion," Papp art, Adams cover. (Reprinted from *Superboy* 101, 12/62, where it was called "The Valhalla of Super-Companions." The Legion was not in that story, but

SUPERMAN'S PAL
JIMMY OLSEN
I CAN'T, JIMMY! YOU'RE BEING PUNISHED BY SOME SUPER RACE FOR A CRIME AGAINST THEIR WORLD, AND I DARE NOT INTERFERE! YOU'LL HAVE TO REMAIN ROOTED HERE WITH THESE OTHER OLSENS!
SUPERMAN! AN UNKNOWN ENEMY HAS MATERIALIZED THESE FORMER STATUTES OF MINE AND IS NOW HOLDING A GHASTLY CHOICE OVER ME! SAVE ME!
DC featuring JIMMY OLSEN as THE GIANT TURTLE MAN...THE HUMAN PORCUPINE...WOLF-MAN...ELASTIC LAD in "THE WORLD OF DOOMED OLSENS!"

the reprint was altered to include the LSH.)

372 (September 1968): Part II: "School for Super-Villains," Part III: "Robbing and Recking and Rotten Tricks," Shooter/Swan/Abel, Adams cover.

373 (October 1968): Part I: "The Tornado Twins," Part II: "The Fun-Loving Allens--Super-Heroes," Shooter/Mortimer, Adams cover.

374 (November 1968): Part I: "Mission: Diabolical," Part II: "Mission: Infiltrate Taurus." Shooter/Mortimer, Swan/Esposito cover.

375 (December 1968): Part I: "King of the Legion," Part II: "Hero Against Hero," Shooter/Mortimer, Adams cover.

376 (January 1969): Part III: "The Execution of Chameleon Boy," Part IV: "Cupid Clips Cham." Shooter/Mortimer, Adams cover.

377 (February 1969): Part I: "Heroes for Hire," Part II: "The Money Mad Members." Shooter/Mortimer/Abel, Adams cover.

378 (March 1969): "Twelve Hours to Live," Part II: "In the Shadow of Death," Shooter/Mortimer/Abel, Adams cover.

379 (April 1969): Part III: "Burial in Space," Part IV: "Showdown on Seeris," Shooter/Mortimer/Abel, Adams cover.

380 (May 1969): Part I: "The Legion's Space Odyssey,"Part II: "The Building of the Ship," Part III: "No Welcome for the Wanderers." Shooter/Mortimer/Abel, Swan/Esposito cover.

403 (April 1971): Swan/Anderson cover, "Fashions from Fans," "Diagram of Legion Headquarters Complex," Bridwell/Andru/Esposito.

BATMAN

238 (January 1972): Adams/Giordano cover.

JIMMY OLSEN

63(September 1962): "The League of Fantastic Supermen," with LSV. Swan/Klein art.

70 (July 1963): "The Secret of Silver Kryptonite," Element Lad cameo, Swan/Klein art.

72 (October 1963): "World of Doomed Olsens," Olsen joins LSH (Reprinted in *Jimmy*

Olsen 140, 9/71) Swan/Klein art.

73 (December 1973): "Jimmy's Inter-Dimensional Romance," Ultra Boy cameo, Forte art.

76 (April 1964): "Elastic Lad Jimmy and His Legion Romances," Forte art, Swan/Klein cover.

77 (June 1964): "The Colossus of Metropolis," Olsen with Colossal Boy's power. Swan/Klein art and cover.

85 (June 1965): "The Adventure of Chameleon-Head Olsen," LSH cameo. Siegel/Forte/Klein.

87 (September 1965): "The Arena of Doom," with LSV. Plastino art, Swan/Moldoff cover.

88 (October 1965): "Jimmy Olsen, World's 'Heavyweight' Champ," Star Boy cameo. Binder/Forte/Moldoff.

99 (January 1967): Part I: "The One-Man Legion," Part II. "The Other Element Lad," LSH cameo and Jimmy with Legion powers. Shooter/Costanza,Swan/Klein cover.

100 (March 1967): "Jimmy Olsen'sWeirdo Wedding," LSH cameo. Costanza art.

106 (October 1967): "The Lone Wolf Legionnaire Reporter," featuring LSH. Costanza art.

117 (January 1969): "Planet of the Capes," LSH cameo. Costanza art.

LEGION OF SUPER-HEROES

1 (February 1973): Cardy cover, Bates text pages.

2 (March 1973): Cardy cover, Bates text page.

3 (May 1973): Asherman text page

4 (July 1973): Asherman text page.

LOIS LANE

47 (February 1964): "The Super-Life of Lois Lane," cameos by LSH and Subs. Schaffenberger art.

50 (July 1964): "Lois Lane's Luckiest Day," Triplicate Girl, Shrinking Violet, Phantom Girl. Schaffenberger art.

56 (April 1965): "Lois Lane, Super-Telepath," Saturn Girl cameo. (Reprinted in *Superman Family* 168, 1/75) Schaffenberger art.

SECRET ORIGINS

6 (February 1974): Cardy cover, Bridwell text page.

SUPERBOY

86 (January 1961): "The Army of Living Kryptonite Men," LSH cameo. (Reprinted in *80 Page Giant* 11, 6/65) Papp art.

89 (June 1961): Part I: "Superboy's Big Brother," Part II: The Secret of Mon-El," (Reprinted in *Superboy* 129, 5/66) Papp art, Swan/? cover.

93 (November 1961): "Lana Lang's Superboy Identity Detection Kit," Chameleon Boy cameo. (Reprinted in *Superboy* 208, 4/75) Papp art.

98 (July 1962): "The Boy with Ultra-Powers. (Reprinted in *Superboy* 147, 6/68), Swan/Klein art and cover.

100 (October 1962): "The Day Pete Ross Became a Robot," Ultra Boy cameo. (Reprinted in *Superman Family* 167, 11/74) Papp art.

117 (December 1964): "Superboy and the Five Legion Traitors," featuring parallel world LSH. Swan/Klein art and cover.

124 (October 1965): "The Insect Queen of Smallville," (Reprinted in *Superman Family* 167, 11/74) Binder/Papp

125 (December 1965): "The Sacrifice of Kid Psycho," Binder/Papp, Swan/Klein cover.

127 (March 1966): "The Strange Insect Lives of Lana Lang," Part II:"The Fate of Bee-Boy," Papp art, Swan/Klein cover.

129 (May 1966): Swan/Klein cover with Mon-El.

147 (June 1968): "The Origin of the Legion," (Reprinted in *Secret Origins* 6, 2/74) Bridwell/Costanza, Swan/Adams cover.

148 (June 1968): "Superboy's Greatest Gamble," Polar Boy cameo. Swan/Klein/Abel art.

172 (March 1971): "Brotherly Hate," Bridwell/Tuska.

173 (April 1971): "Trust Me or Kill Me," Bates/Tuska.

176 (July 1971): "Invisible Invader," Bridwell/Tuska.

183 (March 1972): "War of the Wraith-Mates," Bates/Tuska/Colletta.

184 (April 1972): "One Legionnaire Must Go," Bates/Cockrum/Anderson.

185 (May 1972): Cardy cover.

188 (July 1972): "Curse of the Blood-Crystals," Bates/Cockrum/Anderson.

190 (September 1972): "Murder the Leader," Bates/Cockrum/Anderson.

191 (October 1972): "Attack of the Sun-Scavenger," Bates/Cockrum.

193 (February 1973): "War Between the Nights and the Days," Bates/Cockrum.

195 (June 1973): "The One-Shot Hero," Bates/Cockrum.

197 (September 1973): Part I: "Timber Wolf, Dead Hero, Live Executioner," Part II: "The Sinister Secret of Timber Wolf." Bates/Cockrum, Cardy cover.

198 (October 1973): Part I: "The Fatal Five Who Twisted Time," Part II: "Prisoners of the Time Lock," Part III: "Countdown to Catastrophe." Bates/Cockrum, Cardy cover.

199 (November 1973): "The Gun that Mastered Men," Bates/Cockrum, Cockrum cover.

199 (November 1973): "The Impossible Target." Bates/Cockrum.

200 (February 1974): Part I: "The Legionnaire Bride of Starfinger," Part II: "This Wife is Condemned," Part III: "Secret of the Starfinger Split." Bates/Cockrum, Cardy cover.

201 (April 1974): "The Betrayer from Beyond," Bates/Cockrum, Cardy cover.

201 (April 1974): "The Silent Death," Bates/Cockrum.

202 (June 1974): "Lost: A Million Miles from Home," Bates/Cockrum/Grell.

202 (June 1974): "The Wrath of the Devil-Fish," Bates/Cockrum, Cardy cover.

202 (June 1974): "The Lore of the Legion,"

Cockrum art.

203 (August 1974): Part I: "Massacre by Remote Control," Part II: "Invisible Kid's Last Try." Bates/Grell, Cardy cover.

204 (October 1974): "The Legionnaire Nobody Remembered," Bates/Grell, Cardy cover.

204 (October 1974): "Brainiac 5's Secret Weakness," Bates/Grell.

205 (December 1974): "The Legion of Super-Executioners," Bates/Grell, Cardy cover.

205 (December 1974): "Lore of the Legion," Cockrum and Swan art.

206 (February 1975): "The Legionnaires Who Haunted Superboy," Bates/Grell, Cardy cover.

206 (February 1975): "Welcome Home, Daughter,..Now Die!" Bates/Grell.

207 (March 1975): "The Rookie Who Betrayed the Legion," Bates/Grell, Grell cover.

207 (March 1975): "Lightning Lad's Day of Dread," Bates/Grell.

208 (April 1975): Part I: "Vengeance of the Super-Villains," Part II: The Night Before Doomsday," Bates/Grell, Grell cover.

208 (April 1975): "The Legion of Substitute Heroes," Swan/Klein art.

209 (June 1975): "Who Can Save the Princess?" Shooter/Grell, Grell cover.

209 (June 1975): "Hero for a Day," Bates/Grell.

210 (August 1975): Soljer's Private War," Shooter/Grell.

210 (August 1975): "Lair of the Black Dragon," Shooter/Grell.

SUPERMAN

147 (August 1961): "The Legion of Super-Villains," with adult LSH (Reprinted in *Superboy* 147, 6/68) Swan/? art and cover.

149 (November 1961): "The Death of Superman," (Reprinted in *Superman* 193, 2/67) LSH cameo. Swan/Klein art.

152 (April 1962): "The Robot Master," LSH cameo. Swan/Klein art.

155 (August 1962): "The Downfall of Superman," Lightning Man, Cosmic Man cameos. Swan/Klein art.

156 (October 1962): "The Last Days of Superman," LSH cameo. Swan/Klein art.

157 (November 1962): "Superman's Day of Doom," Lightning Lad cameo. Swan/Klein art.

162 (July 1963): "The Amazing Story of Superman-Red and Superman-Blue," LSH cameo (Reprinted in *DC 100 Page Superspectacular* DC-18,7/73) Dorfman/Swan/Klein.

165 (November 1963): "Beauty and the Super-Beast," Saturn Woman, Proty II cameos. (Reprinted in *Superman* 272, 2/74) Swan/Klein art.

167 (February 1964): "The Team of Luthor and Brainiac," Origin of Brainiac 5. (Reprinted in *Superman* 245, 1/72) Swan/Klein art.

176 (April 1964): "The Revenge of the Super-Pets," featuring Super-Pets. Dorfman/Swan/Klein.

213 (January 1969): Part I: "The Most Dangerous Door in the World," Part II: "Success is a Heartbeat Away," Brainiac 5 cameo. Swan/Abel art.

SUPERMAN ANNUAL

4 (1961): "The Origins and Powers of the Legion of Super-Heroes," Swan/Klein art.

6 (Winter 62-63): "The Superman Family," picture of LSH, Swan/Klein.

WORLD'S FINEST

142 (June 1964): Part I: "The Composite Superman"' Part II: "The Battle Between the Titans," Villain with LSH powers, LSH cameo. (Reprinted in *World's Finest* 223, 6/74) Hamilton/Swan/?, Swan/Klein cover.

168 (August 1967): Part I: "Return of the Composite Superman," Part II: "The Half-and-Half Heroes," adult LSH cameo. Swan/Klein art.

172 (December 1967): "Superman and Batman--Brothers," adult LSH cameo. Shooter/Swan/Klein.

THE LEGION OF SUPER-HEROES

THE CLUBHOUSES

The Legion's first Clubhouse looked like the upper half of an inverted rocket. Just like every other initial plan/expenditure, it was bankrolled by R.J Brande. Originally located in Smallville, it was very soon thereafter moved to Metropolis. Most of the Clubhouse was a vast, underground complex. The edifice itself was like the tip of an iceberg.

The Main Meeting Room had a Mission Monitor Board, which told where every member was, an Emergency Board, with monitors linked to leaders of many planets, and even a special lever for summoning Superboy. A clock told the time on different planets.

There were lockers for each member, but no housing in the Clubhouse per se. When the indestructible, luminescent Legion Flag was introduced, it was thenafter prominently displayed in front of the clubhouse, a yellow "L" with red border on a blue field studded with planets.

The Clubhouse also contained a gym for training and a lab, which stored all Legion equipment. The Legion Museum featured gifts from many worlds, and in ***Adventure*** 328, was expanded to include a Rogues' Room with statues, busts, paintings and androids of Legion foes and a Celestial Chamber, created by Invisible Kid, with rotating models of planets that were the Legionnaires' birthplaces. A mechanical librarian, a unique reference library, was a computer with vast resources.

Legion security has always been tight.

With Phantom Girl's help, the Clubhouse was made secure against phantoms. A force-shield could be activated around the entire place. An Indicator Ray was yellow in the absence of bugging devices but turned red in the presence of one. New security devices were introduced in ***Adventure*** 314. Unless a switch was turned, the door gave an electrical shock. Gratings fell to imprison any intruder who didn't step on the right floor tiles. Unless doorknobs on the Time Bubble were turned in proper sequence, knockout gas came up from the floor. And an alarm beacon could be activated by a TV scanner when someone entered the Weapons Room.

This Clubhouse was destroyed in a titanic fight with the Fatal Five. The United Planets funded a new headquarters, introduced in ***Adventure*** 367. It takes up an entire city block. ***Adventure*** 403 featured a cross-section of the HQ, which is reproduced here. The hangar for space cruisers has tractor beams. Also in the main building are communications room and museum. In the central control room are sensors, monitors, and a self-destruct switch for the whole complex. A viewing room monitors every chamber of the headquarters. The computer room has a visitape library. This building also contains the lab (complete with Legionnaire cell bank for experimental cloning experimentation), Time Chamber (with cube), Jail (with psionic bars and special cells with Inertron walls for super-prisoners), and the entire medical wing, complete with Psychological testing units, Mento-Scanner (which probes brain cells for visual and aural memories) and a Mento-rehabilitation room to cure brainwashing.

Computerized ray-guards watch over the whole complex.

EQUIPMENT

In the course of their activities, Legionnaires must have various ways to get around, either in personal transportation or devices such as ships or teleporters. When the organization was young, they used jet-packs strapped to their backs as an efficient means of personal transit. This was later replaced by the friction-proof anti-gravity belt. When the flight rings, rings which could be activated by the wearer's will, were introduced in ***Adventure*** 329, the belts were discarded as being too cumbersome.

For ships, the Legion has cruisers, a number of large ships with faster-than-light-speed capacities. Minicruisers are available for one-man missions and Jet Platforms, small one-man conveyances, are available for Terran transportation. The Legion was recently given the first working model of the Warp Transport, which is a teleportation device, but a device of this type carries severe restrictions and is not as versatile in its use as are the cruisers.

The Legion's arsenal includes the Concentrator, a dangerous weapon which concentrates all the power in the universe into one mighty force. A dimensional blaster can rip through space and time.

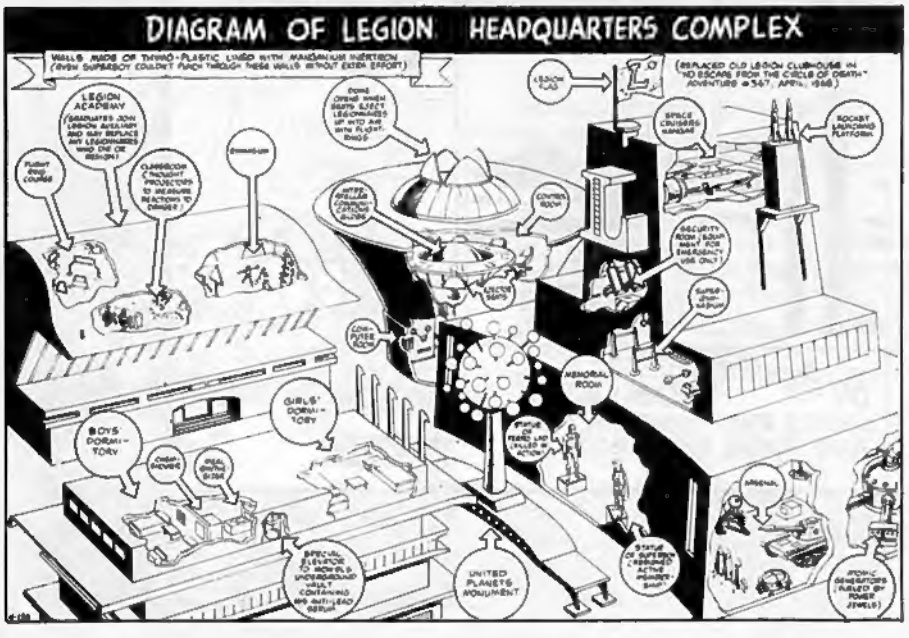
Various and sundry monitors exist to notify members when they are needed. In the original Clubhouse, they had a Television Trouble-Finder and a Cosmos-Scope to scan oncoming invaders and x-ray their ships to determine information about them (watchdog satellites orbit and photograph the Earth for these), a Character Analysis Monitor, which tells one's true character, and monitors for various planets. When the new Clubhouse was built, one large central monitor was designed which would serve the function of all these monitors. A seperate Multiple Monitor System keeps watch over all Metropolis.

Individual members also have various alert and monitoring systems, including an alarm device on the flight-ring and a Porta-Monitor, an audio-video system owned by each member which can tune into summonses. Superboy and Supergirl have many different devices to notify them they are wanted by the Legion, and the Legion even has time radios, to communicate from the past to their time. There is even a secret Legion code that resembles a written cross between braille and Morse code. A Maximum Emergency Signal is available to summon Reservists or the Substitutes.

Miscellaneous machines include a device from Daxam (built on the same principle as the device which restored Lightning Lad to life) which can transfer life-essences. An encephalo-detector determines the accuracy of brainwaves and acts as a perfect lie-detector, as does a Hyper-Polygraph. An Analymeter is suspiciously similar to a ***Star Trek*** Tricorder. Three Electro-towers on Earth can be used for defense. A Dimensional-Warp Machine can transport people to different dimensions. But their most dangerous piece of equipment is the Miracle Machine, which converts thought into reality, a gift from the Controller Universe. It has been sealed in Inertron "until mankind is ready to use it wisely."

The Legion also has Exploratory Stations, research stations in deep space. The Legion spacesuit has been designed with each member's costume in mind for easy identification and is equipped with a telepathic plug for communication. As the adult Legion, they have a Photon-Inverter, which can send holographic images anywhere.

The Legion Bulletin is basically a piece of "equipment" also. It is a newspaper originally intended for the members only, but has since been expanded to go to many different law officials. In a similar vein, robot cameramen recorded many early meetings as warnings to interplanetary criminals.



THE LEGION CONSTITUTION

Whenever possible,the actual Constitution will be quoted.

"To qualify for membership in the Legion of

Super-Heroes, a candidate must be under the age of 18, must have at least one genuine super-power, which he or she can fully control, and must be courageous and of good character."

The "18" mentioned above is physical age, not chronological age. When Supergirl first tried to join the Legion, she came in contact with Red Kryptonite, which aged her so she was no longer eligible to join. When Mon-El joined, he was chronologically about 1,030 years old, but physically under 18. A Legionnaire is not expelled after reaching the age of 18.

In *Adventure* 330, Vorm amended the Constitution so adults could join, and the repeal of this amendment was never mentioned. Even if it was repealed, it will be reinstated in the time of the adult Legion.

A Legionnaire has to possess a power, not a weapon which gives him or her a power, although a weapon can be used supplementally. For example, Karate Kid is an expert on weaponry, but his power is super-karate. This point is stressed by the clause, "No one without a super–power can be a member." This applies only to full membership in the Legion.

A vow against killing was included in the original Constitution. It was amended to allow killing in self-defense, when no other recourse was possible, after Star Boy was expelled for murder.

"Having qualified by passing such tests as may be determined by the Membership Board, the candidate shall then be voted upon. For such voting, a quorum, consisting of ¾ of the acting membership, must be present. A vote of 2/3 of those present shall be required for acceptance."

After the framing of the Constitution, this was amended to allow Legionnaires unable to be present for voting on members to vote by radio.

When Superboy joined, his test was to beat in competition three Legionnaires and to be able to accept the failure that followed due to Legion maneuvering. One member was admitted per year until Supergirl joined, when it was changed to a boy and a girl each year until the club started filling up. The applicants who performed the most spectacular super-feat or feats were accepted. (These tests were waived when Mon-El was admitted, because his super-feat was the defeat of a Luthor robot.) By *Adventure* 317, the ritual of testing applicants had been changed from an annual event to one that occured every meeting, becoming the second item (after the reading of the Constitution) of every regular required meeting. An applicant was accepted whenever considered worthwhile.

By *Adventure* 371, the number of applicants had reached the point where applicants were trained and screened before being proposed for membership except in unusual circumstances such as those which surrounded Shadow Lass' admittance. There were adult instructors (similar to Legion advisor Marla who accompanied UltraBoy to Superboy's time to supervise his initiation assignment) and all wear special uniforms. They are trained both physically and mentally. Chemical King and Timber Wolf were the first Legionnaires to join under this system, where the applicant is given a diploma from the Legion Academy and put in the Legion Auxiliary, where they wait to serve as a replacement for a departing member.

There are special circumstances when someone who does not meet the regular requirements can become an honorary member, such as Jimmy Olsen, who was over 18, and Rond Vidar, who possessed no super-power. Honorary members must take part in Legion activities at least twice a year or lose their membership.

In times of emergency, as with Shadow Lass' aid in fighting the Fatal Five, temporary appointment to the Legion can be made. To remain a Legionnaire, the Legion must later vote the member in by the usual method.

"All Legionnaires are required to continue their scientific education. Special classes shall be set up for this purpose. While off duty, all Legionnaires must attend classes regularly, unless prevented by illness. Failing marks shall be grounds for suspension from the Legion." Closed circuit television makes education possible for Legionnaires not on Earth. In addition, Legionnaires must learn any new planetary language (of planets belonging to the United Planets?) via language-learning machine.

"The Legion's leader shall be chosen each year in a manner to be determined by a vote of ¾ of the entire active membership." This has changed from various methods of voting to a riddle posed by Proty II. For a while, it was a policy for a Legion leader not to serve for more than one, one-year term. This was ignored in Saturn Girl's case, because of the way she "won" her second term, and terms no longer appear to be one year.

In times of emergency, a temporary leader can be appointed when the regular leader is incapacitated and the deputy is unable to take charge. Even when the leader is present, whichever Legionnaire is best able to understand the danger shall command in extreme situations. If the leader is not present, a Legionnaire can declare him- or herself temporary leader to punish (expel) criminal members. When the leader is present and guilty, this also holds true, with the appointee becoming permanent leader for the duration of the term.

"Absolute loyalty is required of all members. In the presence of the Legion flag, Legionnaires must salute. The Legion's duly-elected leader is supreme commander of the Legion, answerable only to the Commissioner of the Science Police. Members must obey all orders of the leader. Failure to do so shall be grounds for court-martial and possible expulsion from the Legion." Subverting a Legionnaire from doing his or her duty can also result in expulsion.

"The secrets of the Legion--weapons, alarm devices on the clubhouse, etc.–must be kept in the strictest confidence. Revealing such secrets to any unauthorized person is grounds for expulsion from the Legion."

"Except in cases of dire emergency, no Legionnaire shall go on more than five successive space-missions without a rest-period, to prevent space-fatigue."

No married person can stay in the Legion. This will be or has already been repealed.

All members who fail in their duty (apparently excluding serious, intentional failure, which calls for expulsion) much submit themselves for retraining. "If a Legionnaire becomes physically or mentally unfit to perform his duties, he must remain under observation in the Science Hospital for one year."

"Failure of any member to live up to the requirements of Legion membership--such as loss of super-powers, cowardice while performing a mission, etc.--shall also be grounds for expulsion, as shall be making false charges against a fellow-Legionnaire. Worthy members losing their power may, however, be retained in the Legion Reserve.

"The Legion Reserve, consisting of worthy former members, rejected members, honorary members and the Legion of Substitute Heroes, shall be prepared to go into action in the event of an emergency when all active members are away on missions or otherwise unable to respond.

"Any Legionnaire expelled from the Legion, but not retained as a Reservist, must submit to being hypnotically brainwashed to remove all memory of Legion secrets."

Originally, when a member was expelled for conduct unbecoming a Legionnaire, his insignia was removed in a grim ceremony. Later, this procedure was replaced by that of court-martial. When a Legionnaire was expelled for treason, he was also placed under arrest by the Science Police for conspiring against the Legion.

Legionnaires waive all salaries and personal rewards, being unpaid volunteers. They do get a small allowance for living. "The leader can use the treasury as he, or she, sees fit."

Although apparantly a very complex document, all of which is not known, the Constitution is often ignored, as in the continued membership of Elastic Lad, Insect Queen, etc. when they do not attend two meetings per year.

LEGION POLICIES

All Legion rejects received flight belts as a consolation prize as of *Adventure* 306. This was apparantly done away with when the applicants increased and the Legion started using more expensive flight rings.

Every year, the Legionnaires participate in a rededication ceremony, by repeating the vow, "I pledge always to use my super-power only for the good of all people and never for selfish purposes, without expecting any reward, and I pledge to do my best to aid fellow Legionnaires who are in peril.'"

Legionnaires are on call 24 hours a day. The Mission Monitor Board records and makes it possible to follow the actions of every Legionnaire.

Interlac, the Legion's official language, is interstellar.

Parents of Legionnaires have their houses equipped with warning devices similar to those used to guard the Clubhouse.

There is a secret Legion handshake.

THE LEGIONNAIRES

(Listed in the order in which they joined)

Cosmic Boy
Saturn Girl
Lightning Lad
Triplicate Girl (Became Duo Damsel, left active status, became Reservist)
Phantom Girl
Chameleon Boy
Colossal Boy
Invisible Kid (Died)
Supergirl (Became Honorary Member, then left)
Brainiac 5
Superboy (temporarily Reservist)
Ultra Boy
Pete Ross (Honorary)
Star Boy (Expelled, later readmitted)
Shrinking Violet
Sun Boy
Bouncing Boy (left active status to become Reservist)
Mon-El
Matter-Eater Lad (Quit)
Element Lad
Lightning Lass (Now Light Lass)
Jimmy Olsen (Honorary)
Dream Girl (Quit, later rejoined)
Legion of Substitute Heroes (All made Reservists)
Command Kid (Expelled)
Dynamo Boy (Expelled)
Cosmic King (Expelled)
Saturn Queen (Expelled)
Lightning Lord (Expelled)
Size Kid (Expelled)
Blackout Boy (Expelled)
Magnetic Kid (Expelled)
Kid Psycho (Reservist)
Princess Projectra
Nemesis Kid (Expelled)
Ferro Lad (Died)
Karate Kid
Lana Lang (Reservist)
Rond Vidar (Honorary)
Biron the Bowman (Left)
Blockade Boy (Left)
Shadow Lass
Chemical King
Timber Wolf
Wildfire

Power Boy (Died)
Quantum Queen (Died)
Reflecto (Died)
Color King
Polar Man
White Witch
Lex Luthor
Mxyzptlk

LEGION LEADERS AND DEPUTIES

Cosmic Boy/no deputy
Saturn Girl/no deputy
Saturn Girl/no deputy
Brainiac 5/Saturn Girl and Superboy
Invisible Kid/Superboy
Ultra Boy/Mon-El
Karate Kid/Mon-El
Mon-El/Element Lad
Mon-El/??
Ultra Boy/??
Mon-El/Brainiac 5 and Sun Boy

BIRON THE BOWMAN

Biron of Earth

This character was in reality Comet, the Super-Horse, who infiltrated the Legion along with Proty II for the Legion of Super-Pets (*Adventure* 364) when the Pets suspected the Legion of plotting against them. Comet turned human when a comet passed near Earth, and retained the archery ability he had possessed as a centaur in ancient Greece. He wore a uniform appropriate for a futuristic archer, an orange tunic with green trim. Describing his ability when applying for membership, he said, "My unmatched skill and speed with this ancient weapon makes it formidable, even in this interstellar age."

The Legion does not normally allow an applicant whose power rests in a weapon to join, but realizing the true identities and motives of both Biron and "Blockade Boy" (really Proty II), the LSH let them in to trap an alien who had duped the pets into working for him.

Biron was a Legionnaire for that issue only.

BLACKOUT BOY

Actually a criminal who took a pill giving him blackout powers, "Blackout Boy" joined for one story (*Adventure* 337) along with two other criminals who gained different powers from other synthesized pills. He had the power to neutralize light and thus cause total darkness. The Legion was aware of the criminals' true identities, so arranged phoney marriages of Saturn Girl and Lightning Lad, and Ultra Boy and Phantom Girl to create vacancies in the roster which these impostors filled. The LSH then trapped the criminal organization to which these three belonged and destroyed the pill-synthesizing machine.

BLOCKADE BOY

Proty II of Antares

"Blockade Boy"' joined with "Biron the Bowman" (see the bio of the latter for details) to spy on the LSH for the Pets.

He was disguised as the brother of a character by the same name that the Legion met in the "Super-Stalag of Space" (*Adventure* 344-345), who could create an impenetrable barrier with his body. Proty II used his shape-changing ability to simulate this power. He wore a violet uniform with metallic gray trim.

BOUNCING BOY

Chuck Taine of Earth

An errand boy for a famous scientist, Chuck Taine was carrying a super-plastic fluid to the Science Council. He stopped along the way to watch a Robot Gladiator Tournament. Buying a bottle of soda, Chuck placed it next to the fluid and in the excitement of the match drank from the wrong bottle. He immediately inflated and bounced onto the field, ruining the tournament. His blue, black and white suit, made of stretchable fabric, later became his uniform. It was soon discovered that this fluid gave him the power to inflate and bounce at will.

Chuck applied for membership in the Legion almost immediately (*Action* 276), but was rejected. When he reapplied, he proved his worth to the LSH by stopping a criminal who used electrical power to commit crimes and to evade capture. "The Human Billiard Ball," as he soon came to be known, knocked the criminal out without being shocked because he was in the air and thus not grounded. He was accepted this time.

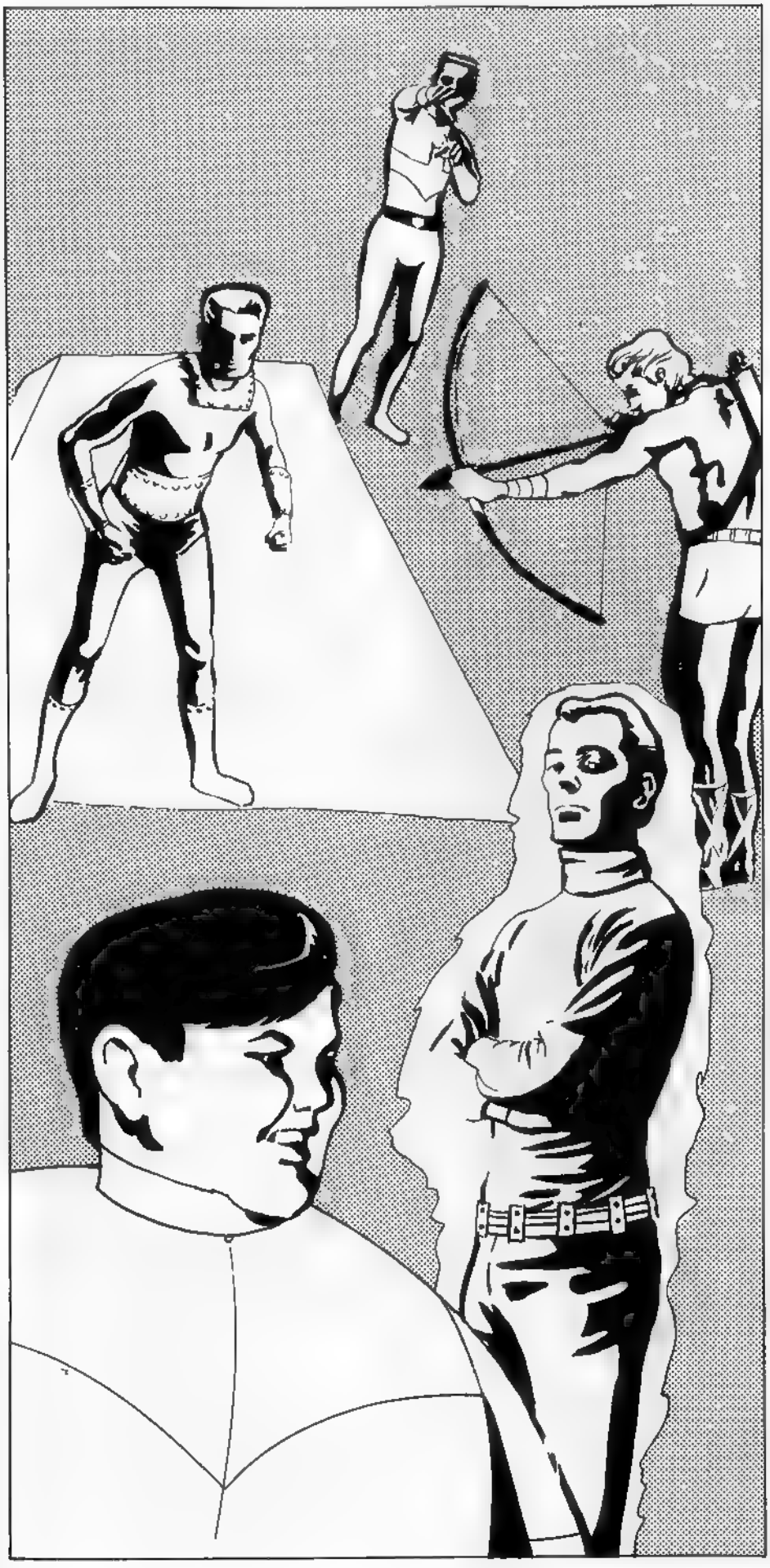
Later on in his career (*Adventure* 321), Chuck lost his bouncing power by accidentally stepping in front of a matter-shrinking machine in the main lab of the Clubhouse. This nullified the effects of the fluid and slenderized him. By majority vote he was put in the Legion Reserve. He later attributed this loss of power to bad luck resulting from turning the hands of of a Planet Clock in the Clubhouse backwards. Twice his powers were temporarily restored, first by a mystery ray that worked for a few seconds (*Adventure* 328) and later while fighting Computo the Conqueror (*Adventure* 341). In the latter instance, the computer contemptuously sprayed him with a strange gas that restored Chuck's power temporarily.

Evillo later tried to capture all the Legionnaires and turn them evil. One of his henchmen captured Chuck (*Adventure* 350). Evillo gave the powerless Taine to a scientific "associate" for "experimentation." Evillo had previously disfigured this doctor's face, however, so in vengeance he restored Bouncing Boy's power, as well as aided other maladied Legionnaires.

It was never made clear why the original formula was not used to restore Chuck's power. Perhaps it was deemed of no commercial value and destroyed, only to be rediscovered by Evillo's aide. Perhaps after being used once, the user developed an immunity to future usage, and so the doctor developed a new formula with similar characteristics.

Chuck had possibly the best sense of humor of any Legionnaire, which he used as a defense against occasional pangs of inferiority during which he questioned his value as a Legionnaire. This jocularity gave him the idea of declaring himself the Legion's "Chief of Morale."

He grew to be very close to Duo Damsel, and the two eventually married after he again lost his power, permanently this time (*Superboy* 200). She was the only romantic interest in



his life that we were told of with the exception of Iresa, a rotund girlfriend of his who we saw but once (*Adventure* 321). When they married, Chuck and Luornu left active status and became Reservists.

BRAINIAC FIVE

Querl Dox of Colu [also known as Yod]
Scientists of Colu [Yod] long ago created huge computers with tenth-level-effector brains (as opposed to our inferior sixth-level-effector brains). These machines revolted against their creators and took over the planet as the first step in a cosmic plan of conquest To spy for them, they created a humanoid computer which they named Brainiac. To reinforce the illusion of Brainiac's humanity, they imprinted the name "Brainiac II" on the palm of a Colut an boy, Vril Dox, and forced him to masquerade as Brainiac's son.

When Brainiac left on his espionage mission, Vril escaped from the computers, taking with him many of Brainiac's secrets. He used these scientific secrets to build a brain stimulator that raised his brain to twelfth-level-effector and led his people in a successful revolt against the computer regime. He lived a long, happy life, honored by the people he freed. (The life span of these people is far greater than that of Earth people.) The brain stimulator affected Vril's genes, passing his mental prowess down to his descendants, Pran, Kajz, and Querl Dox His twelfth-level-effector brain allows Querl to perform intricate calculations in seconds and gives him a strong resistance to hypnotism. He applied for membership in the LSH (*Action* 276) and immediately fell in love with another applicant, Supergirl. (Both were accepted.) He even gave her his force-field belt to protect her from a Kryptonite meteor. This belt was later rendered useless, although Querl created another for himself. He never got over his crush on the Girl of Steel.

Brainiac's original force field secret was lost when he was destroyed in a fight with Superman, but Brainiac 5 devised a similar field, which he put in a belt-device. It also breaks down the carbon dioxide he exhales into carbon and oxygen, allowing him to stay in the field indefinitely without suffocating.

He has used his great brain countless times for the Legion. He reconstructed Brainiac's shrinking ray (Someone else apparantly reconstructed the growth ray, as Kandor is no longer miniaturized), Mon-El's life-saving serum, the flight ring (using an element created by Mon-El which is activated by the wearer's will), and innumerable other essentials.

He was also responsible for the creation of Computo the Conqueror, who menaced the Legion and almost took over the Earth (*Adventure* 340-341). Querl finally destroyed it with an anti-matter device found in the deserted Batcave.

"Brainy" was elected Legion leader (*Adventure* 337) and had two different deputies, Saturn Girl and Superboy. He was also deputy under Mon-El until recently.

An orphan, Brainiac 5's birthday is spent with his closest friends, the Legionnaires. It is celebrated according to the customs of Colu. He is toasted with Kono juice in ivory chalices. Querl will remain in the LSH as an adult, un-

dergoing few changes. By then, he will pick up the habit of smoking a pipe.

CHAMELEON BOY

Reep Daggle of Durla

Durlans evolved the power to change themselves into any form they desired as a means of survival. Their physical appearance changed and evolved to suit this new ability. Although basically humanoid, the bald, gold-skinned beings developed antennae which tingle when near an unfamiliar thing, sending out invisible radar-like pulsations that bounce off the object and return as distinct sound waves which the large, pointed ears pick up, absorbing all details of the structure so it can be duplicated whenever desired.

Because their ability causes non-Durlans to be wary of this race, Durlans seldom leave their planet. However, Reep Daggle was determined to enter Earth society and gain respect for his race. To this end, he went to Earth with his parents' permission and joined the Legion. Colossal Boy, who joined at the same time, likened Reep's ability to that of the Earth chameleon. For this reason, he chose the name "Chameleon Boy."

Durlans' powers have their limits. For example, "Cham" cannot become a phantom (although he can take on the appearance of one), nor can he become invisible. He can only adapt the power of something he copies to a limited extent. For example, he could become a bird and have the power of flight, but even as a female bird he would not be able to lay an egg. He cannot become as hard as steel, but can become as soft and pliant as foam rubber. Reep can make part of his body a seperate, inanimate object, but it requires a great deal of effort and is presumably painful. It is rarely done.

Suspicious non-Durlans have invented many devices to thwart the powers of people of this race. A blue spray can "lock" Reep into whatever shape he is in at the time (*Adventure* 321), and Supergirl invented a Cancellite Spray that permanently removes these powers in Durlans and Proteans unless treated with an antidote (*Adventure* 326). Brainiac 5 invented Inhibitor Spray, a modification of Supergirl's formula, that causes the shape-changer to resume its original form and temporarily removes the transmutation ability in both Durlans and Proteans (*Adventure* 334). An image-filtering device can be used to spot a Durlan in another shape.

Because of his power, Reep was made head of the Legion Espionage Squad (which consists of of himself, Invisible Kid [while living], Phantom Girl, Saturn Girl, and Shrinking Violet), a title which he will retain as an adult.

Cham adopted Proty, a young Protean beast of Antares with powers similar to Cham's own, having found him in a zoo on the Thieves' Planet (*Adventure* 308). When Proty sacrificed himself for Saturn Girl and Lightning Lad (*Adventure* 312), Cham went to Antares and got another young Protean, who he named "Proty II." (*Adventure* 314)

In *Adventure* 376, Reep met and fell in love with Princess Elwinda of Nadir, a planet in another dimension. He was going to marry her when the Legion brought him back to our dimension. He later met a friend of Princess Projectra, one Janice Warren, who was identical in appearance to Elwinda (*Action* 383). He fell in love with her at first glance, but she feared him because he was different. (This points out that even in this time period, although exposed to many different beings, appearance is still used in making judgments, good or bad, by some people.) He changed into her idea of a perfect man and used it as a "secret identity" for that story. (Pretty strange behavior for a boy who was trying to gain respect for his people and remove suspicion and prejudice of Durlans, yes?) He revealed his identity when it proved necessary to save her life, and she was grateful. She had fallen in love with his Earthian identity and was equally in love with his true self. They began dating.

Until recently (*Superboy* 193), Cham wore the same black-and-blue unform he came to Earth in. At that time, he received a new red-and-violet uniform, complete with Spock/devil-suggesting headpiece.

CHEMICAL KING

Condo Arlik of Phlon

Chemical King was first introduced as a trainee in the Legion Academy (*Adventure* 371). A mutant, he had the power to speed up, slow down, or otherwise alter chemical reaction, somewhat like a catalyst. For example, he can speed up his own metabolism for a limited period of time, increasing his physical power. He was used in the next issue in an assignment, an unusual thing for a trainee. At the completion of the mission, he was awarded his diploma from the Academy, along with Timber Wolf, and they became Legionnaires. He was very friendly with Invisible Kid until the latter's death.

Inexplicably, his power recently underwent a major change (*Superboy* 195). He is now apparantly similar to Metamorpho. He can "create" various elements from his body and project them as a force.

Between the current Legion stories and the time of the Adult LSH, he will die to prevent World War VII.

COLOR KING

Ulu Vakk of Lupra
Ulu was assisting a scientist in an experiment when a ray of multi-colored light from another dimension struck him, giving him the power to change the color of anything at will. As a teenager, he tried to join the Legion (*Adventure* 342), but was rejected. Instead, he joined the Legion of Substitute Heroes. When the teens grow up, the two groups will merge and Ulu will be a full-fledged Legionnaire.

COLOSSAL BOY

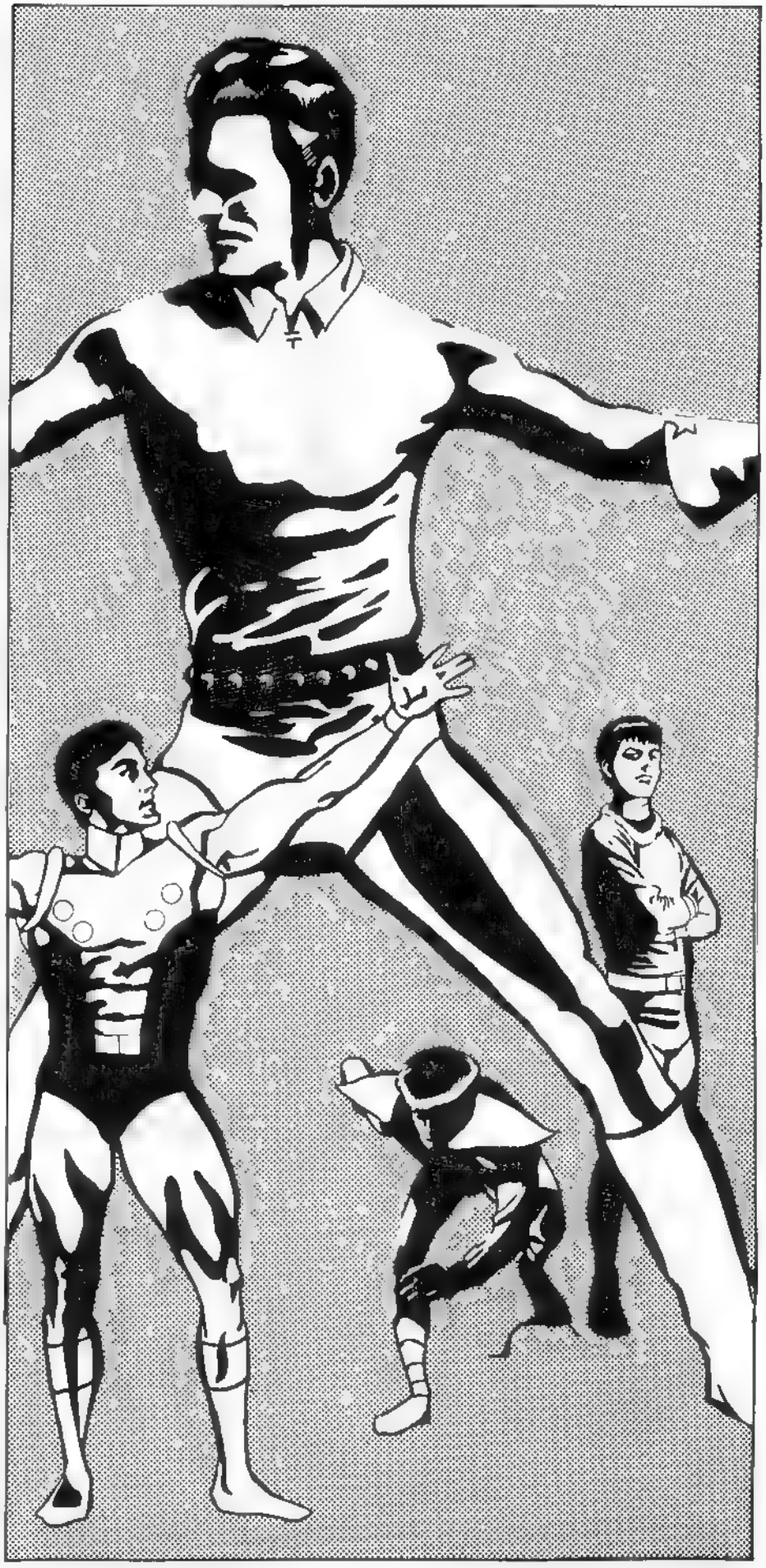
Gim Allon of Earth
While on Mars, a meteor crashed near Gim and emitted a strange radiation, giving him the power to grow to various sizes. Returning home to his parents on Earth, he decided to apply for membership in the LSH. He joined on the same day as Chameleon Boy.
Gim was expelled when he was caught stealing training secrets from the Legion Academy to give to blackmailers who held his parent hostage (*Adventure* 371). In the next issue, he was forced to become an instructor at a similar school for Super-Villains. When the Legion discovered his motives and whereabouts, it broke up the school and reinstated him in the Legion.
Included with the new, larger Clubhouse (*Adventure* 367) was a gigantic set of weapons for Gim, which he has never used. He recently (*Superboy* 195) got a new blue-orange-and brown uniform.
As an adult, Gim will lose his power and lead the Cosmic Directorate.

COMMAND KID

from the planet Preztor
A boy of Preztor landed on that planet's Taboo Island when his ship was disabled and became possessed by an evil demon. This entity gave the boy the power to make hypnotic illusions and made the boy join the Legion (*Adventure* 328), planning to destroy the Club.
The demon was exorcised by gold when the Legion found out the truth, the boy lost his power, and the demon flew away, never to be seen again.

COSMIC BOY

Rokk Krinn of Braal
Although he told Superboy he got his "magnetic eyes of super-power" from special serums in the first Legion story (*Adventure* 247) in reality his parents were responsible for Cos' magnetic powers.
On Braal, his parents' birthplace, dangerous species of living metal monsters menaced the humans. To combat them, the inhabitants developed magnetic powers which they used to repel the beasts. His parents, Hu and Ewa Krinn, were on Earth when Rokk was born. Apparantly, they soon moved back to Braal, because in Rokk's teens a tremendous depression struck that planet and he, his parents, and his brother Pol were thrust into poverty. Since people on that planet are considered adults at age 14, Rokk went to Earth to use



his magnetic power in industry to raise money for his family.
On the ship to Earth, he met Garth Ranzz, with whom he later shared a room. With the aid of Imra Ardeen, the two boys stopped an assassination attempt on billionaire R.J. Brande. This led to their forming the Legion of Super-Heroes with Brande's support and encouragement
Brande gave each Legionnaire money to support both themselves and their families (this later became the "Legion Living Allowance"), so Rokk brought his family to Earth, where the Legion was headquartered. They live in a cottage in a suburb of Metropolis. He frequently visits them and often plays Magnoball with his younger brother. This is a type of ping-pong native to Braal played magnetically with an iron ball. His parents have been married for more than fifty years. He gave them a golden statue of the Clubhouse for their Golden Anniversary (*Adventure* 328).
On the cover to the first Legion story, he had a pink and black outfit similar to the current one, with baggy sleeves and a purple-tinted space helmet. In that story, as previously stated, he had magnetic eyes. (Apparantly, the magnetic emanations can come from any part of his body.) He was also leader of the Legion, a title he was to hold until *Adventure* 304. By the Legion's second appearance, (*Adventure* 267) his costume was identical to the current one in design but was colored violet and pink instead of pink and white His powers became those we normally associate with Cos soon after (*Adventure* 293), and his costume became the standard one.
Rokk has mastered Ku-Jut, a fighting technique of Braal similar to Earth's Karate.
A Mento-Helmet can be used to harness Cosmic Boy's magnetic power to give him powers similar to those of Saturn Girl but over a greater distance.
As an adult, he will marry Night Woman but remain active as the Legion leader.

COSMIC KING

from the planet Venus.
Admitted by the criminal Dynamo Boy (*Adventure* 331) who had taken over the Legion, Cosmic King was a member of the Legion of Super-Villains. He is covered in greater depth in the section devoted to that group.

DUO DAMSEL

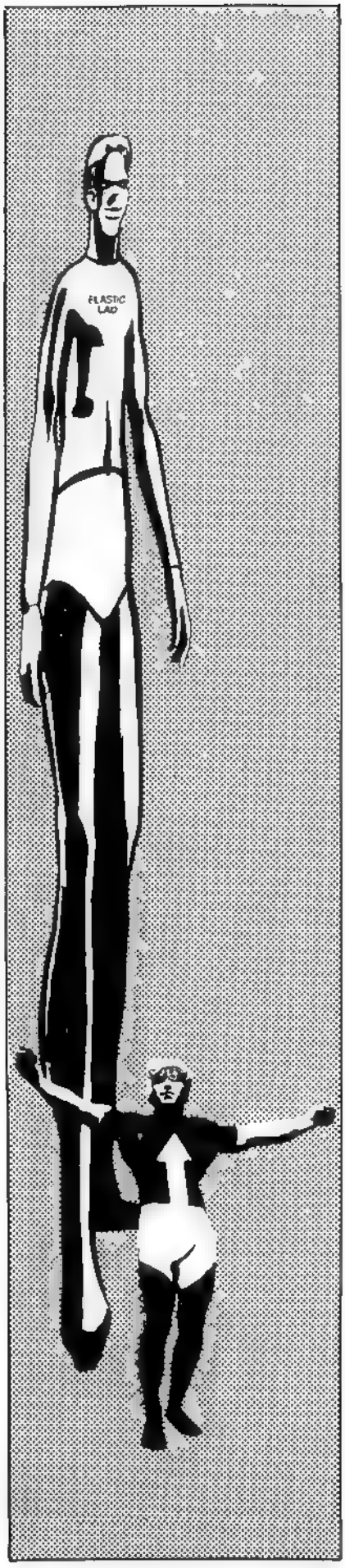
Luornu Durgo of Cargg
Three suns about which Cargg orbits give its inhabitants the ability to split into three bodies. When Luornu was born on Cargg, she inherited this ability. Soon after, her parents moved to a suburb of Metropolis, where they now live. She was the first non-charter member to join the LSH. She split into three bodies and approached each charter member individually, asking if she could join the new Legion and saying that her power would be revealed at the Clubhouse. When each charter member confronted the others with a Luornu Durgo, the three bodies merged and she revealed her power. She was immediately voted in and called Triplicate Girl.
Along with her power to split came other interesting abilities. For example, when one of her bodies learned something, she merged and then split, all her bodies had that knowledge. She could also triplicate items she was wearing. (Her last costume, which premiered in *Superboy* 195 must have been specially treated to split into two different uniforms.) All her bodies had to be next to each other for them to merge.
One day she triplicated three times, considered unlucky to do by the people of Cargg, and she later looked back at this as the reason one of her bodies was destroyed by Computo (*Adventure* 340). In the next issue, her funeral was held, all the members believing her to have been killed Superboy delivered the eulogy "Many heroes have died battling evil, since the dawn of humanity...! But the sweetness and unselfish dedication of Triplicate Girl to help others will always be remembered...and treasured...by all who had the good fortune to know and love...her..." All the Legionnaires present signed a plaque, her atoms were gathered in a coffin-ship, and it was sent to Shanghalla, the cemetery satellite for super-heroes. Suddenly, the other two bodies showed up There was much rejoicing and she was renamed Duo Damsel
It is very unusual for the different bodies of one person of Cargg to develop different personalities, and when this happens it causes many complications. She developed a "split personality" once (*Action* 380), when she split and one of her bodies was affected by radiation emitted by a super-hero of another planet. The radiation soon wore off and she returned to normal
For a while, Luornu had a crush on Superboy. She soon got over it and fell in love with Bouncing Boy. They married (*Superboy* 200) and both left the Legion to become Reservists. She will give birth to one boy who will have her former triplicating power.

DREAM GIRL

Nura Nal of Naltor
Naltor is a super-scientific planet where everyone has the power to see into the future to a limited extent through visions or dreams.
Nura first entered the Legion in a story called "The Menace of Dream Girl" (*Adventure* 317) When she applied for membership, she lied about the extent of her abilities at the time, but her initiation tests were easy, as all the boy Legionnaires, especially Star Boy, fell in love with her immediately. At this time, her dreams could only be used to see a few days into the future and could not be controlled or directed. She had seen the apparant deaths of several Legionnaires in a spaceship and was determined to prevent this. She entered the Legion and caused the suspension or expulsion of these members through technicalities. (This resulted in the change of Lightning Lass' power that made her Light Lass.) Nura soon discovered that she had seen the destruction of decoy androids, not the members themselves. She resigned, but said,"Maybe if I perfect my time-sight power further, I could return and apply for membership again! Maybe..."
She soon joined the Legion of Substitute Heroes, and with the aid of her sister, the White Witch, as well as constant work, she was able to expand her power to see up to a year in the future, as well as generally being able to focus her power better.
When Superboy and Supergirl were honorably discharged from the Legion because of a cloud of Green Kryptonite surrounding the Earth, (*Adventure* 350), they recommended their replacements. Sir Prize (who was later revealed to be Star Boy) and Miss Terious (Dream Girl incognito), two masked characters. In this mission, Nura freed her only immediate relative (she is an orphan), the White Witch,from Evillo's clutches. Both she and Star Boy were voted in as regular members soon after the hoax was revealed
Recently, Nura's costume was modified to a metallic, skin-tight tunic with belt, armlets, and boots. (*Superboy* 199) Her hair also became less "home-permanent-ized "
As adults, Star Boy and Dream Girl will marry and leave the Legion, settling on Xanthu, the former's home world

DYNAMO BOY

Vorm of the Pirate Planetoid
Vorm was a criminal representing the Pirate



Planetoid armed with a belt given him by the Pirates' leader to destroy the Legion with its many powers. He used one of the belt's powers to transmit energy in front of Star Boy, who invited him to join the Legion. He was immediately accepted, with no tests made to determine if his power was actually natural, and not artificial

He explained that he was bombarded by ultra-dynamic energy blasts from a dynamo. In the two part story in which he was a member, (*Adventure* 330-331) he framed all the members, causing their expulsions, until he was the only one left. Vorm planned to recruit super-villains into the Legion to prevent crime by day and to commit it by night

The adult Legion of Super Villains, apparantly disgusted at being beated by the adult Legion in their own time period, went back to this time period and joined Vorm's Legion. (Vorm amended the Constitution to make this possible.) The villains tricked him into going into the time ship, imprisoning him forever trillions of years in the future. Finally, the Legion defeated the villains and turned them over to the Space Police. Vorm's plot was revealed, and all members were reinstated

ELASTIC LAD

Jimmy Olsen of Twentieth Century Earth, honorary member

Jimmy became Elastic Lad by taking a formula created by Professor Potter

The Legion wanted to admit Jimmy to its ranks because of his often invaluable aid to Superman. He possessed a super-power as Elastic Lad, but was over 18, so they decided to offer him honorary membership if he could pass their initiation test Jimmy was kidnapped by the "Collector" (actually Mon-El) and taken to "The World of Doomed Olsens," (*Jimmy Olsen* 72) where various Legionnaires masqueraded as Jimmy in various incarnations, giving little clues that things were not what they seemed After a while, he spotted the clues and solved the puzzle. He was then brought into the future and made an honorary member.

An interesting problem that has never been resolved. Why did the teenage Legion visit Superman's time to make Jimmy an honorary member instead of the adult Legion visiting that time period (as is usually the case) to make him a bona fide member? It wasn't as though he was desperately needed

He was again called into the future because of a clause that states that honorary members must take part in Legion activities at least twice a year (*Jimmy Olsen* 76). He became Elastic Lad and helped on several missions

It appears as though this clause is not enforced as Jimmy rarely appeared after that, and Supergirl often appeared less frequently than that when she was a full member. As an honorary member, however, Jimmy has full voting rights and generally exercises this option.

As a birthday present one year, three members sent Jimmy special copies of their uniforms that gave him their powers (*Jimmy Olsen* 99)

ELEMENT LAD

Jan Arrah of Trom

Trom's radioactive environment gave its inhabitants the power to change the atomic structure of elements by mental radiation which can be directed out of the body from anywhere. Part of this power included the ability to analyze the composition of any substance (Because of this power, money was paper currency printed on special presses with plates by a process no counterfeiter could duplicate. There was no gold or silver standard to give the money metallic worth, such as we have now on Earth.)

Roxxas and his raiders destroyed that race with the sole exception of Jan when the people refused to use their power for him. Jan escaped.

He was introduced as "Mystery Lad," an applicant who wore a question mark on his costume and refused to give his power, except to one member (*Adventure* 307). He told Saturn Girl, then leader, who strongly recommended the acceptance of this unknown. On this basis he was admitted and joined in the fight against the interplanetary menace of Roxxas and his raiders. The thieves captured Jan and tried to force him to use his power to aid them. When he wouldn't, they tried to complete their genocide by killing him. He was saved by Invisible Kid and the raiders were captured and brought up to trial

When the Legion found out about his power, they renamed him Element Lad. "But," as Cosmic Boy said at the end of that story, "your great power will *remain* a mystery, to everyone except our Legion." This secret was public knowledge within issues. The secret was not helped any when the question mark on his costume was immediately changed to an "E" insignia. His costume was to remain otherwise unchanged until the familiar pink and white garb was dropped in favor of an interesting black and green outfit using an arrow motif (*Superboy* 198)

Jan became deputy leader during Mon-El's first term as leader. (*Action* 392)

In *Adventure* 373 he was shown going out with a girl named Marya, but apparantly nothing ever came of this, as she was never seen again As an adult, he will remain single and active in the Legion.

FERRO LAD

Andrew Nolan of Earth

Ferro Lad was a mutant with the ability to change his body to nearly-invulnerable iron. He had a non-human face which he kept masked at all times. He joined the LSH at the same time as Princess Projectra, Karate Kid and Nemesis Kid as replacements for Bouncing Boy and Star Boy (*Adventure* 346). All four were accepted unanimously and sworn in immediately

The Legion teamed up with the villainous Fatal Five to fight the Sun-Eater, a cloud-like object that devoured stars and was menacing our galaxy (*Adventure* 352-353). After all other attempts at halting the creature were unsuccessful, Tharok, a member of the Five, invented a crude bomb (without launching or guiding devices or remote-control activator) to destroy it. Superboy, weak from exposure to red-sun rays from the creature, was unable to deliver the bomb, so Ferro Lad brought the bomb to the monster's nucleus and detonated it, destroying both the creature and himself.

A special missile was launched in his memory to Shanghalla, his atoms being so far-scattered from the explosion that it was impossible to gather them.
Both Superboy and Cosmic Boy felt responsible for Ferro Lad's death, each feeling they could have stopped him. They were haunted by "The Ghost of Ferro Lad." (*Adventure* 357) The "ghost" was in reality a hoax perpetrated by the Controller, an alien who owned the Sun-Eater and had used it as a weapon. He captured Superboy and would have succeeded in destroying the Legion if not for the intervention of Ferro Lad's real ghost. Many statues have been erected in his memory by the Legionnaires and other admirers.
Andrew's twin brother, Douglas, will attack the adult Legion under the influence of Saturn Queen and will probably join that Legion.

INSECT QUEEN

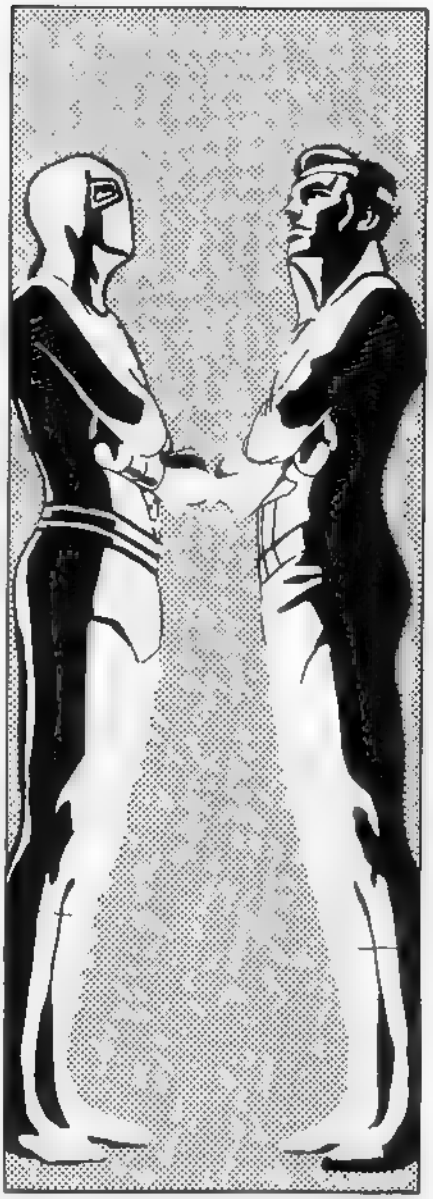
Lana Lang of Twentieth Century Earth
Lana, a native of Smallville in Superboy's time, freed a creature from another world who was trapped under a fallen tree (*Superboy* 124) and was rewarded with a Bio-Genetic Ring which gave her the power to change into any insect- or arthropod-girl. The one limitation on her power was that she could not repeat a transformation for 24 hours. Lana designed a costume and started fighting crime as the Insect Queen. (She also appeared in this identity in *Superboy* 127.)
Superboy brought her into the future and she applied for membership in the Legion (*Adventure* 355). She was rejected because her power came from the Bio-Ring, but because she later saved the lives of Legionnaires, she was made a Reservist. She took part in two other Legion missions, when the Legion fled to Superboy's time to escape Mordru (*Adventure* 370) and when Superboy brought her to the future as a birthday present. (*Superboy* 205)

INVISIBLE KID

Lyle Norg of Earth
Lyle was a young genius who invented a serum which enabled him to turn completely or partially invisible at will and created an invisible aura which made his clothing invisible.
When first shown as a Legionnaire (*Action* 267), Lyle's uniform was colored yellow and red instead of the brown and green we later came to recognize.
Lyle built the Celestial Chamber in the original Clubhouse (*Adventure* 328). It had rotating models of the Legionnaires' home planets, along with pictures of them.
With Superboy as his deputy, Lyle was once leader of the Legion (*Adventure* 348). In addition, he was a member of the Legion Espionage Squad.
A criminal once discovered the identical formula that Lyle used to gain his power (*Superboy* 176), and committed crimes while invisible. He was stopped by Invisible Kid and his good friend, Chemical King, who used his power to stop the chemical reaction that caused the invisibility from taking place.
He was shown going out with a girl named Markita once, who was scheming to marry him (*Adventure* 338). She was never seen again.
It was discovered by the other Legionnaires that when Lyle turned invisible he sometimes entered an invisible world, inhabited by a "ghost," Myla, who he fell in love with. He was killed by Validus (*Superboy* 203), and so was permanently united with his dead love.

KARATE KID

Val Armorr of Earth
Kirau Nezumi was a superhero in Japan about the time of the birth of most Legionnaires. After a battle that resulted in the death of the super-villain, Black Dragon, at the Nullitron Dome, a Japanese citadel, Nezumi discovered the Dragon's infant son by his American wife, Valentina Armorr, who died shortly after giving birth. Filled with guilt, he took the boy and raised him secretly, training him "to be a hero to atone for [his] father's crimes!" Young Val, given his mother's maiden name, learned a new type of super karate requiring training from infancy from Nezumi, who he called "Sensei" or "Master," and still lives today. This training turned Val into a super-being able to smash steel with his bare hands. He was the only one to master this art, and has since become a master of all types of weaponry and fighting. As a karate expert, he has total mastery of his body. With a great deal of effort, he can even shatter diamond. His Japanese heritage has influenced him creatively in his painting and floral arranging.



After applying for membership, he was accepted after challenging and battling almost to a draw Superboy (*Adventure* 346). He became Legion leader with Mon-El as his deputy after several years of membership (*Action* 382).
Since he joined the Legion, he has worn a simple and practical variation of the current-day karate uniform. He discarded this twice for different costumes (*Superboy* 183 and 193), but after one mission in the former and none in the latter, he went back to his old, reliable, unencumbering uniform. When that was destroyed, he returned to a variation of his most recent outfit before that.
Val fell in love with Princess Projectra. She reminded him of someone else he knew a long

CONTINUED ON 17TH PAGE FOLLOWING.

AMAZING WORLD OF LETTERS

Hi there! Bet you're wondering what happened to the Sol Harrison/Jack Adler issue I was here promising in last issue's editorial. Well, let's just say it'll be here next issue instead, followed by the Battle Issue that was supposed to be here next time. Needless to say, since I seem to be saying it every other issue, scheduling and production problems came up that pushed this special **Legion of Super-Heroes** issue up on the schedule.

Speaking of problems, we realize that there are some with the mailing and delivery of our issues as far as the on sale dates that appear in our ads. Believe me, we do what we can to overcome them and avoid them for the future and rest assured we'll keep trying till we get everything right.

. . . . .

Woodchucks,

In fifteen years as a comics fan and student, twenty as an amateur cartoonist and nine as a newspaper writer, I have seldom corresponded with fellow fans. However, your sixth issue roused me sufficiently to perch once again at my battered typewriter and make a few considered remarks, on Dr. Frederic Wertham and his attacks on the horror comics William Gaines published during the 1950's.

Like many of you, I've read Wertham's **Seduction of the Innocent,** Jules Feiffer's rebuttal in **The Great Comic Book Heroes** and Gaines' side of the story in **Mad World of William M. Gaines.** Some of Gaines' EC comics were works of art. Some were disgusting exploitations. "Judgement Day," the sample you ran in **AWODCC #6,** represents **EC**'s best. The story expoused racial equality long before it was chic to do so.

Wertham erred in attacking the whole comics medium, including even the **Classics Illustrated** series. He surmised that **Batman** and **Robin** were gay and **Wonder Woman** was a lesbian. Today, **Batman's** war against crime is "relevant" and **Wonder Woman** has been recognized as a symbol of equality for women.

But consider the political climate of the 1950's—the Cold War, the McCarthy hearings, blacklisting of authors and playwrights. Senator Estes Kefauver wanted to be President and needed an issue. Baiting Bill Gaines in public hearings on the evils of comics gave Kefauver favorable publicity he could use. As it turned out, he ended up Adlai Stevenson's running mate and the pair lost to Dwight Eisenhower and Richard Nixon. But Kefauver had a good record on other issues, including organized crime. Zeal was probably a greater motive than ambition, but the comics publishers made convenient targets for reformers—they couldn't fight back!

Dr. Wertham's book made it clear his study of comics was hasty. He created grand extrapolations from the most casual of observations. People who spread alarm about sex and violence abdicate their own responsibility for what they read or view. It is up to the individual what to buy or not buy. Having worked in the media, I have learned that I am at the public's mercy, not vice versa.

D.J. TAYLOR
#18, 103 S. 49th Avenue
Omaha, Neb. 68132

(It's interesting to note that twenty years after Dr. Wertham's attack on comics the industry is still thriving and that the generation supposedly corrupted by comics then are now using them as teaching aids in schools, churches and libraries. The number of letters and orders we receive from such institutions seems to prove that despite the attacks, there was something in comics that the great majority of people thought worth saving and utilizing—albeit two decades later!—BR)

. . . . .

Dear Bob,

I read Rich Morrissey's letter in **AWODCC #7**—concerning the general lack of continuity in **DC**'s mags—with great interest. The points he brought up about Earths One/Two/X etc. were as you admitted, quite valid, and they are also one of the few aspects of **DC**'s line that has disturbed me . . . so I consider your reply something of a cop-out.

Perhaps the group of readers Rich and I represent **are** comparably small. So what? Improving the continuity would improve the whole line and while **DC** publishes many fine magazines, further improvements wouldn't hurt, would they?

What ann ys me most about the whole affair is that there are fairly few continuity gaps that have been left unresolved and it would not take too much on anyone's part to explain most of the remaining contradictions in a story. Rich mentioned most of them—the two Atlantis "races", the two versions of **Wildcat,** the various unresolved **Deadman** plotlines, the countless versions of **The Spectre** and

the worst offenders of all, **The Super-Sons.** What sort of problem would prevent you from explaining the contradictions? If the majority of your readers are unconcerned about these details, then they could hardly be concerned if there were no more details for them to be unconcerned about! One would almost think **National** has a distaste for older readers who do care about these things.

Furthermore, it would seem to me that if some of the weaker qualities were abolished (specifically, the continuity problem), it's just possible that when the young readers get older and start worrying about continuity, they just might keep on reading comics after the time they might otherwise lose interest. Perhaps many readers give up comics when they become aware of some of the shoddier practices of all comics publishers and figure that if the writers, artists and editors don't care enough, why should they?

Now I'm hardly suggesting you convert the entire **DC** line of basically entertaining and enjoyable comics to a line of philosophic, college-level gobbledygook. When I want that, I have a dozen college textbooks to satisfy me. I'm fully aware that most comics readers are fairly young and that the more sophisticated comics don't last very long. But this can be done in small degrees!

JAY L. ZILBER
81 Webster Park
Columbus, O. 43214

(We received a number of letters along similar lines, Jay, and you can bet that we're not going to ignore them, though some readers feel we'd like to do just that. You suggest we patch up the continuity in small degrees and that's just what we're doing. Witness the recent issue of **SUPERMAN** which featured "Costume, Costume, Who's Got the Costume?" wherein Elliot Maggin tried to tie together the **Superman** costume that Jack Kirby used in **Kamandi** and make it jibe with the other futures we've shown in our various magazines, i.e. the futures of the **Legion of Super-Heroes** and that of Iris Allen's parents. Okay, it may not be the best explanation, but you've got to agree we're trying

In addition, Paul Levitz has come up with an **AWODCC** feature which he hopes will explain the various long-running problems you've mentioned. Last issue saw "The Haphazard History of Boston Brand" wherein Paul explained the entire **Deadman** saga and even offered an order in which to read the various stories. More ambitious is his upcoming article which will once and for all explain the various Earths that have appeared in our books. Having heard his explanation, I'm quite impressed with the logical reasoning behind it and am sure many of you "continuity nuts" will be equally receptive!—BR)

. . . . .

Dear Bob,

Please do not toy with the emotions of a 19-year-old man-child who has still not outgrown **SUGAR AND SPIKE** and probably never will.

The article which prompted this letter ("Sugar and Spike 'Twas Everything Nice" in **AWODCC #5)** left me a bit cold. Jack Harris has a nice style of writing and, to be quite truthful, I was swept up in the whole thing. But the ending was a letdown. How can you say that **Sugar and Spike** are merely memories? Do you know that I still listen intently to infants and wonder what they're saying to each other? And if they're talking about ME?

I bought and cherish **SUGAR AND SPIKE #82,** but like it says at the top of the cover, **S&S** are "Tomorrow's Teenagers"—not Today's. **Sugar and Spike** are still babies. They have grown up and gone their separate ways—not in my house!

What I am opting for is another chance for **Sugar and Spike.** Perhaps a **DC SPECIAL** featuring some of their early adventures—or a **FIRST ISSUE SPECIAL** with new material. The real magic of **Sugar and Spike** lay not in the fantastic situations they were forced into by low sales during the magazine's last fifteen issues. It was in the fact that these babies communicated! And they had their own view of the world—a view that I think none of us will ever forget.

You may give my thanks to Jack Harris for recalling one of the funniest lines ever printed in **S&S,** that being **Sugar's** deduction that "I sowwy" means "The cat did it!" Perhaps you should all utilize that same line for not giving **Sugar and Spike** another chance. I don't wish to sound too intense, but since you asked for controversy, I thought I'd give you a dose: I think we all need **SUGAR AND SPIKE!**

BOB RODI
34 Chatham Lane
Oak Brook, Ill. 60521

(You may be right, Bob and maybe one of these days we'll all GET **SUGAR AND SPIKE** again!—BR)

. . . . .

Dear Bob,

Since **AWODCC** came into being, you woodchucks have been interviewing your bosses. Guy Lillian quizzed Julius Schwartz, Paul Levitz interrogated Joe Orlando, etc. I thoroughly enjoyed those interviews and the insights they gave of the editor's background, but just for a change of pace I would like to see the interviewers become the interviewees. What makes a Bob Rozakis, a Paul Levitz or a Jack Harris tick? I think it would make an interesting parallel between your editors and yourselves.

LARRY HAINES
PO Box 458
Jackson Heights, N.Y. 11372

(The idea has merit, Larry, but despite the egomania that runs rampant among woodchucks, I doubt that you'll be seeing a "Special Carl Gafford Issue" or an "Incredible Allan Asherman Issue" in the near future. There are still plenty of people who've been in the industry a lot longer than—BOB ROZAKIS!)

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In the best traditions of comic book conventions, you will want to take part in the special talks and panel discussions (always with audience participation). You will want to see and perhaps enter the colorful costume parades (two of them)! You won't want to miss the value filled dealer's room. You'll keep and treasure the special convention edition of *The Amazing World of DC Comics*.

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*MEMBERSHIP

Regular membership covers all three days and includes all activities for $12.00.

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A table six feet long by 2½ feet deep is $50.00 (Price covers all three days and one admission) until January 15. After that the price is $60.00 per table. Earliest reservations (payment enclosed) get best locations, although there are no bad ones.

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AW9

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WRITER'S CONTEST!

*WANT TO TAKE PART IN THIS GALA PARTY-TIME BY USING YOUR IMAGINATION? HERE'S YOUR CHANCE! WRITE A RHYMING BIRTHDAY GREETING TO SUPERMAN, JUST LIKE THE KIND OF RHYME YOU FIND ON BIRTHDAY CARDS YOU CAN BUY! NO, NOT "JUST LIKE" THEM-- MAKE YOURS **BETTER!** BE CLEVER AND CREATIVE AND ORIGINAL. THE MOST **SUPER** OF THESE SUPER-GREETINGS WILL BE PRINTED IN THE **AMAZING WORLD OF DC COMICS** FOR ALL THE WORLD TO SEE! AND THE THREE BEST WILL BE READ AND WILL RECEIVE PRIZES DURING THE CONVENTION! THE DEADLINE IS JANUARY 31, 1976, SO GET STARTED **NOW!** ALL ENTRIES BECOME THE PROPERTY OF NATIONAL PERIODICAL PUBLICATIONS, INC.*

How a Comic Is Created

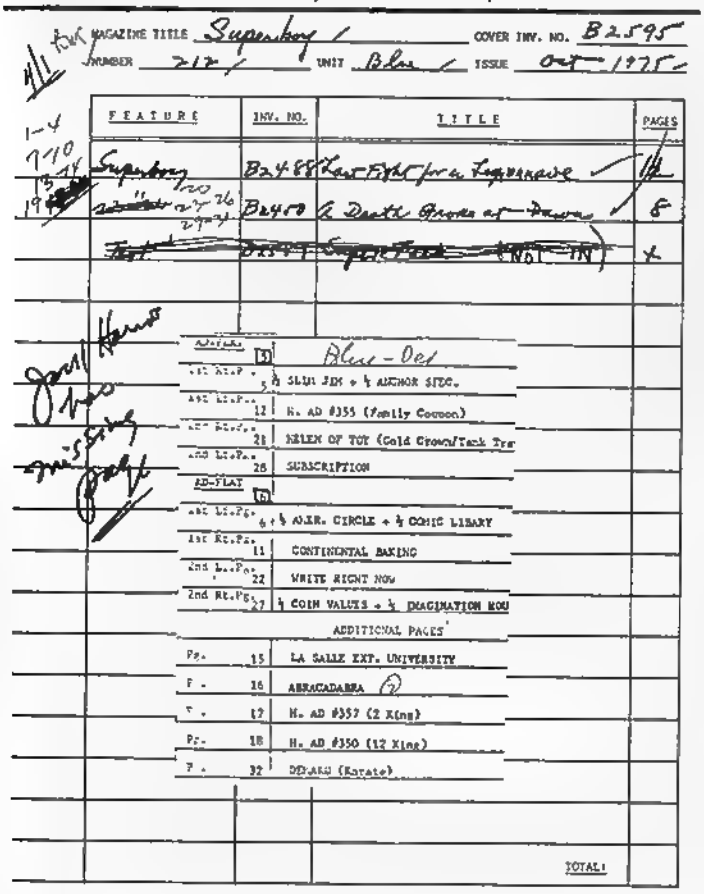
BY JACK C. HARRIS

In prior installments of this feature, various writers revealed how comics spring from the scripter's or editor's mind, are translated into penciled pages, inked and finally become finished artwork.

Boy, did they ever make it sound easy! To hear them tell this wonderful story, you'd think there were never any problems! Oh, if it were only so!

Every snag or delay that could possibly happen—has! Even those problems that couldn't **ever** occur—do! Thankfully, most of those difficulties are little ones that can be corrected in the early stages. But some require more drastic action.

For instance, here's a problem that confronted us in March of this year. Murray Boltinoff and I had just turned **SUPERBOY starring THE LEGION OF SUPER-HEROES** #212 in to the production department for final corrections before it headed to the printer. Originally, these stories were scheduled for the lead pages of a 50¢ Giant. Since we'd recently discontinued that format, we kept the 12-page cover feature ("Last Fight For A Legionnaire"), the 8-page back-up ("A Death Stroke At Dawn") and my **Super-Talk** letters page (my first one for that book!) as our regular 25¢ issue.


MAGAZINE TITLE Superboy — COVER INV. NO. B2595
NUMBER 212 — UNIT Blue — ISSUE Oct 1975

FEATURE	INV. NO.	TITLE	PAGES
Superboy	B2488	Last Fight for a Legionnaire	16
"	B2490	A Death Stroke at Dawn	8
[illegible]	B2491	Superboy [illegible] (NOT IN)	X

Advert [3] Blue - Oct
1st Lt.Pg. 5 — ½ SLUG JIM + ½ AUTHOR SITE.
1st Rt.Pg. 12 — H. AD #355 (Family Counsel)
1st Lt.Pg. 21 — HELEN OF TOY (Cold Cream/Tack Tyr
2nd Lt.Pg. 26 — SUBSCRIPTION
AD-MAT [5]
1st Lt.Pg. 6 — ½ M.I.R. CIRCLE + ½ COMIC LIBARY
1st Rt.Pg. 11 — CONTINENTAL BAKING
2nd Lt.Pg. 22 — WRITE RIGHT NOW
2nd Rt.Pg. 27 — ½ COIN VALUES + ½ IMAGINATION HOU

ADDITIONAL PAGES

Pg.	15	LA SALLE EXT. UNIVERSITY
P.	16	ABRACADABRA
P.	17	H. AD #357 (2 X-ing)
Pg.	18	H. AD #350 (12 X-ing)
P.	32	DC-ARMY (Karate)

TOTAL

On the day after we turned it in, production manager Jack Adler rushed in (Adler constantly rushes nowhere) to tell us the page count of the 25¢ books had been reduced. We had to cut two pages. . . .

The first thing we sliced was my letters page! It was a good one, so I could easily add some new comments and have it ready for #213. But how about that second page? Somewhere, somehow, we had to cut some story!

After careful re-reading, Murray and I found that the 8th page of the first story could be omitted without losing the even flow of action, even though we had to sacrifice a good bit of Jim Shooter's dramatics concerning the resignation of **Matter-Eater Lad.** It was an editorial decision—lose some characterization or some action—and characterization lost out! The page was removed, the remainder was re-numbered and the book left for the printers.

Now the question arose as to what to do with this unused, paid for, Mike Grell page of **Legion** art. Murray suggested that we use it for a "springboard" and write a new story around it—which we still might do someday. In the meantime,instead of letting it collect dust on our shelves, we've decided to present it here within our special **Legion** issue of **AWODCC!**

If the purists among you wish, you can color the opposite page, clip it out and insert it between pages 7 and 8 of **SUPERBOY** #212's lead story, thus maintaining the tale in its original form.

However, since those two pages are back to back, this might prove a bit difficult. Because we've just told you how we solved one of our problems, we figured, to be fair, we'd offer suggestions as to how to overcome this page manipulation problem:

1. Buy an extra copy of **SUPERBOY** #212.
2. Find yourself an incredibly sharp razor blade to split pages 7 and 8 apart.
3. Make your own Editor's Note at the bottom of page 7 referring to this page of **AWODCC.**

If you can think of any others, please keep them to yourself—we've got problems of our own!

I SAW WHAT HAPPENED! SUPERBOY DOESN'T UNDERSTAND HOW IMPORTANT PRIDE CAN BE...
HE HAS A VARIETY OF POWERS, BUT THE REST OF US HAVE TO PROVE TO OURSELVES WE DESERVE TO BE LEGIONNAIRES!
MAYBE I DON'T DESERVE TO BELONG, KARATE KID! BEING ABLE TO EAT AND DIGEST ANY KIND OF MATTER ISN'T EXACTLY WORLD-SHAKING!
LOTS OF TIMES I FELT AS THOUGH I DIDN'T QUALIFY FOR THE LEGION!
TO TOP IT OFF, I GOT CLOBBERED BY A GIRL!
MAYBE I SHOULD QUIT AND LET HER TAKE MY PLACE!
COME ON-- A LEGIONNAIRE DOESN'T ALWAYS WIN...
...BUT HE ALWAYS FIGHTS!
IF YOU WANT TO CHICKEN OUT, DO IT BEFORE THE ACTION! DON'T CAVE IN WHEN THE OTHERS ARE COUNTING ON YOU!
8

DIRECT CURRENTS

Naturally, everything has changed here at **DC** since last you read this column. We've worked out the details of our stunning 1976 schedule, and here goes:

* * * * *

Senior Editor Julie Schwartz is shifting around his features a bit for the new year, with **Man-Bat** (by Martin Pasko and Pablo Marcos) and **Tim Trench, Private Investigator** (scripted by Denny O'Neil) moving into the back of **DETECTIVE COMICS** and **Hawkman** flying off into limbo. Fans with long memories will remember **Trench** from the O'Neil-edited issues of **WONDER WOMAN.**

Over in **ACTION COMICS, Green Arrow** and **The Atom** are moving out, to be replaced by the **Private Life Of Clark Kent** and other short stories starring members of the **Superman Family**—Steve Lombard, Perry White, Mr. Mxyzptlk, and the like. These shorts will probably be illustrated by Kurt Schaffenberger, who will also be the regular artist on all three series in the **SUPERMAN FAMILY Giant** series.

This will leave **SUPERMAN** without a back-up, so all full-length novels are scheduled for the mag—including the spectacular story of "Superman, 2001" which tells what might happen if the Man of Steel landed on Earth **today!** Cary Bates, Elliot Maggin, Carmine Infantino [hopefully], Curt Swan and Bob Oksner are pooling their talents on that 300th issue special.

Green Arrow will be moving to a new mag too, either co-starred with **Green Lantern** or **Black Canary,** or both . . . details aren't set yet, but watch this column for an announcement in the near future.

* * * * *

Moving down the hall to Murray Boltinoff's office, we find a new **THREE MUSKETEERS** title in the works. The first issue was a Denny O'Neil-George Moliterni creation, and with the second issue Bob Haney and Lee Elias will be taking over.

In addition, there are new things in the works at **WORLD'S FINEST COMICS**—including the development of a startling new character. And **THE BRAVE AND THE BOLD's** always busy, with a **Batman-Wildcat** team-up slotted next.

Here's a couple of bits of military intelligence: as **OUR FIGHTING FORCES** scales down to a bi-monthly schedule, the **Losers** have finally found a regular artist. George Evans, whose work also shines in **BLACKHAWK,** will be handling all the leads in **OFF.** And over at **G.I. COMBAT,** watch for a new back-up: **Tales Of The O.S.S.** Both mags will also be getting a new cover look, as Luis Dominguez takes over the cover art chores regularly.

* * * * *

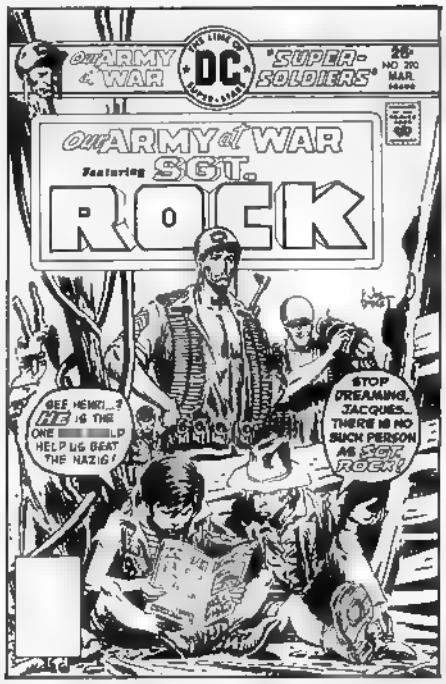
New things are the rule in editor Joe Orlando's office, as **TARZAN** and **TARZAN FAMILY** move to his list of titles. To make room for them, as well as to accomodate some of his other new projects, **HOUSE OF SECRETS** and **KONG** have been cancelled, and **WARLORD** is being held at #2.

Joe hasn't had a chance to settle things on the Burroughs titles yet, but it is definite that Gerry Conway will be taking over as the writer of **TARZAN.**

Also premiering in the near future is a companion magazine to **CLAW,** featuring a female warrior named **STARFIRE**—in the strangest sci-fi setting of all. David Michelinie, Mike Vosburg, and Bob Smith are working on this new title.

* * * * *

FAR BELOW, ON THE STREETS SURROUNDING MANHATTAN'S COLUMBUS CIRCLE, EYES TURN SKYWARD AND PEDESTRIANS STARE.
AND HONESTLY, PILGRIM ..
CAN YOU BLAME THEM?
FAAAAAAAAR OUT! IT'S REALLY YOU..
SUPERMAN!
CORRECT. NEB SAWYER HAS HEARD REPORTS ABOUT YOU.
YOU BETTER HAVE AN EXPLANATION FOR WHAT YOU'VE DONE TO MY FRIEND, ACE WORD--
YOU'RE GOING TO BE SORRY!
"WHEN HEROES CLASH!"


OUR ARMY at WAR
"SUPER-SOLDIERS"
OUR ARMY at WAR
featuring SGT. ROCK
STOP DREAMING, JACQUES... THERE IS NO SUCH PERSON AS SGT. ROCK!

Needless to say there are new things on Joe Kubert's schedule to replace the shifted savage titles and **TOR,** which is ending its run with #6. In fact, there are two new Kubert titles in the wings, but neither one is ready for release so we'll have to keep them quiet for a while yet . . . but rest assured, they're worth the wait.

* * * * *

On other fronts, **KUNG FU FIGHTER** is moving up to monthly status, and to make room for it on the schedule, **YOUNG LOVE** is being cancelled.

* * * * *

Frank Redondo will be taking over as the regular artist on **Sgt. Rock,** working over Joe Kubert's layouts.

THE Joker
THE CLOWN PRINCE OF CRIME!
THE Joker
AHA! YOU'RE MY PRISONER AT LAST!
WHO HAS TRAPPED WHOM IN THIS BATTLE BETWEEN THE MASTER SLEUTH AND THE CLOWN of CRIME?

In the sleuthing department, **The Joker** moves from encountering **Sherlock** to showdowns with **Luthor** and then, the **Scarecrow . . .** and **Luthor** will also be in the **SUPERMAN-SPIDER-MAN** $2 mag now reaching completion.

* * * * *

FIRST ISSUE SPECIAL is ending its run with #13, as all our current projects are slated for immediate release in their own mags.

* * * * *

Tales Of The Great Disaster will be told as a back-feature in **KAMANDI,** as Gerry Conway continues his quest for tying together the **DC** futures.

* * * * *

And speaking of back-ups, **The Creeper** will be in the back of **ADVENTURE COMICS** #444-447, in a Martin Pasko-Ric Estrada-Joe Staton story.

* * * * *

Department of people, places and changes:

• **KARATE KID** has been moved back one month on the schedule due to production problems, and so premieres in this issue's listings.

• Gerry Conway is taking over as the regular writer on **SWAMP THING** with #23, freeing David Michelinie for a couple of new and novel projects in the future.

• **FREEDOM FIGHTERS** is shifting over to the capable hands of Pablo Marcos and Tex Blaisdell beginning with #2, a Gerry Conway-scripted issue.

• A new member of the **Legion of Super-Heroes** will be debuting shortly, in a story that's so important to the series that it's been in the works for over six months now!

• John Workman is a name you'll be hearing more of in the future—he's a young letterer-cartoonist who has joined our production staff after a career in underground comics. John moved to New York with Bob Smith, a talented fellow who will be inking **PLASTIC MAN** and several other **DC** titles.

• Jose Delbo and Vince Colletta are now a regular team on **WONDER WOMAN,** as writer Martin Pasko moves on to new directions for the series now that the trials have been concluded.

• Elliot Maggin, after four years of working for **DC,** is writing his first script for an editor other than Julie Schwartz as he scripts a fill-in issue of **PLASTIC MAN.**

KAMANDI
SPECIAL UNDERWATER ISSUE!
KAMANDI
THE LAST BOY ON EARTH!
HOW SAD! I DO BELIEVE THOSE LITTLE ANIMAL WILL HAVE TO BE DESTROYED!
THE STRANGEST CITY OF ALL "THE AQUARIUM!"

CONTINUED ON 3RD PAGE FOLLOWING.

• Curt Swan is doing a **Batgirl-Robin** team-up for an issue of **BATMAN FAMILY,** entitled "The Princess and the Vagabond".

. . . . .

On the **Giant** side of things, the priviously announced **SUPER DC GIANT** monthly has undergone a title change to **DC SUPER STARS,** but all the other particulars are the same. The second issue will be an all Sergio Aragones issue, including a full compliment of new material.

. . . . .

Woodchuck Allan Asherman has left his staff job, and will be pursuing writing opportunities in the freelance field, but we're happy to say that he'll be staying on as a contributing editor of **AWODCC**, lending us his vast expertise in the television and movie fields.

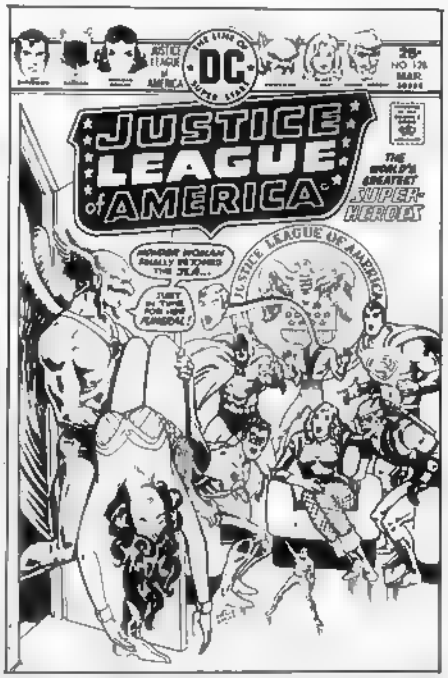
. . . . .

DECEMBER COMICS LISTING

( ) OUR ARMY AT WAR #290 (March). Sgt. Rock and the combat-happy joes of Easy Company have a new problem . . . the Nazis have come up with troops designed to tackle the biggest battlefield dangers—the "Super Soldiers" (Script by Bob Kanigher, art by Joe Kubert Redondo). Plus a tale of "The Magnificent Failures" who won the **Medal Of Honor** by Norm Maurer, and a **War Games** featurette by Sergio Aragones. Cover by Joe Kubert. (On sale December 2nd)

( ) GHOSTS #46 (March/April). Three true tales of the supernatural to thrill you: "Keep Beating, Haunted Heart" (art by Ruben Yandoc), "The Curse Of The Mad Marlowes" (art by Rico Rival). and "The World's Most Famous Phantom" (art by Lee Elias). Plus a text story, and a cover by Luis Dominguez. (On sale December 2nd)

( ) WEIRD WESTERN TALES #33 (March/April). Jonah Hex's war with Crazy Joe Bigfoot continues on "The Day Of The Tomahawk" as the scarred manhunter tackles a grizzly bear and the mad Indian leader himself. Script by Michael Fleisher and art by Jose Luis Garcia Lopez. Cover by Joe Kubert, who made his **Jonah Hex** cover debut by filling in for Garcia, who was in Argentina at the time. (On sale December 2nd)

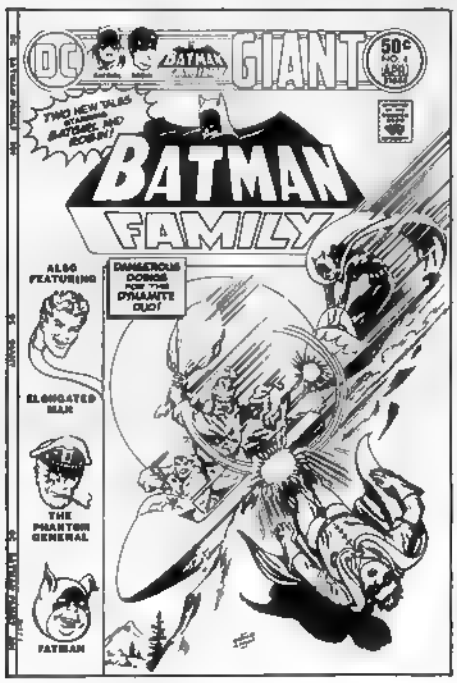

JUSTICE LEAGUE of AMERICA
THE WORLD'S GREATEST SUPER-HEROES!
WONDER WOMAN FINALLY REJOINS THE JLA...
JUST IN TIME FOR HER REMOVAL!
JUSTICE LEAGUE OF AMERICA

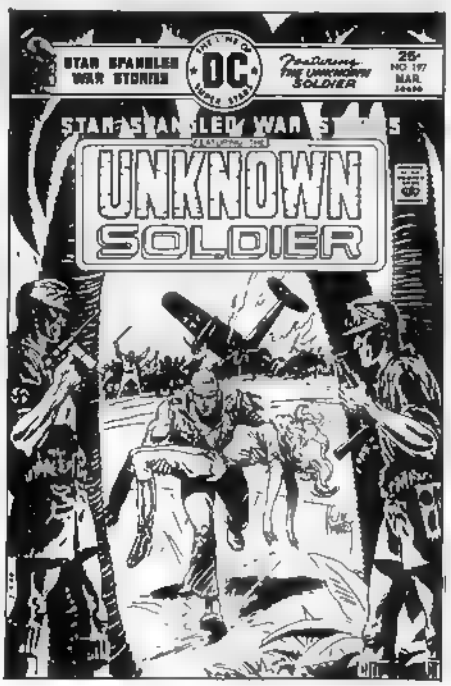
( ) THE JOKER #6 (March/April). What better foe for the Clown Prince of Crime than the Supreme Sleuth of Baker Street? Only it's a misguided actor who takes on a new identity as "Sherlock Stalks The Joker" in a new novel by Denny O'Neil, Irv Novick and Tex Blaisdell. Cover by Ernie Chua. (On sale December 4th)

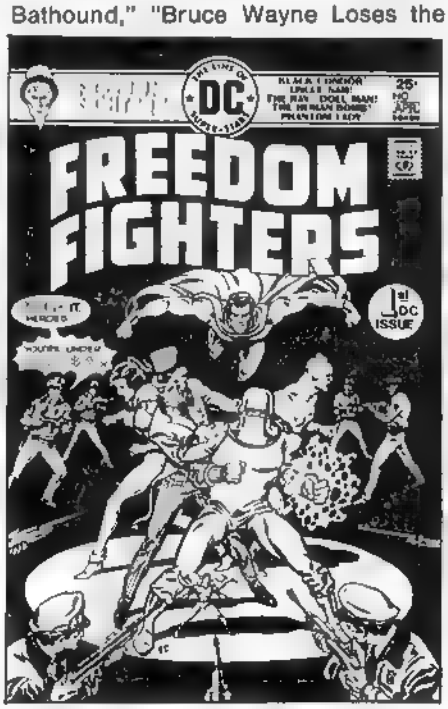
( ) KAMANDI, THE LAST BOY ON EARTH #39 (March). Trapped in an underwater civilization of shellfish with human minds, **Kamandi** and Arna have to learn to live on the other side of a goldfish bowl in "The Airquarium" by Gerry Conway, Jack Kirby and Mike Royer. Plus new After-Disaster antics as a race of intelligent burros makes contact with Canus and Pyra. Cover by Joe Kubert. (On sale December 4th)

( ) JUSTICE LEAGUE OF AMERICA #128 (March). Picking up from **WONDER WOMAN #222** (February/March), the Amazing Amazon returns to the **JLA**—just in time to help it disband! It's a new menace stalking the World's Greatest Heroes in "Death-Visions Of The Justice League" by Martin Pasko, Dick Dillin and Frank Mclaughlin. Cover by Ernie Chua. (On sale December 4th)

( ) BATMAN FAMILY #4 (March/April). It's a double Christmas treat as **Batgirl** and **Robin** star in separate Holiday adventures. The Dominoed Daredoll tackles a hired assassin in "Cage Me—or Kill Me" by Elliot Maggin, Pablo Marcos and Vince Colletta; and the Teen Wonder celebrates "Robin's (Very) White Christmas" by being snowed under with trouble (Bob Rozakis, Jose Delbo and Colletta). Rounding out this **Giant** collection are three classics: "Ace the Bathound," "Bruce Wayne Loses the







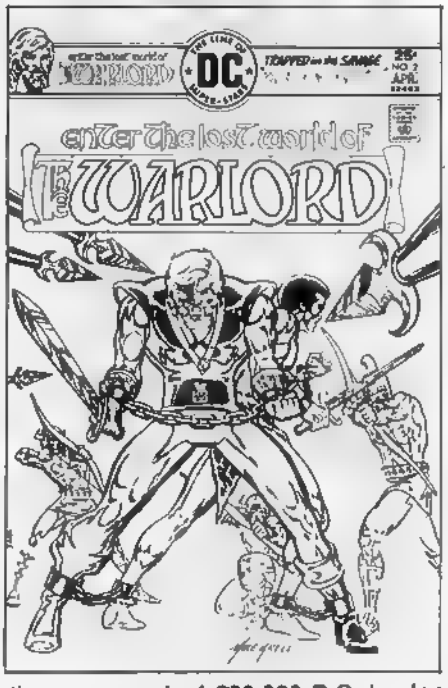
Guardianship of Dick Grayson" and "The New Crimes of the Mad Hatter". Cover by Ernie Chua. (On sale December 4th)

( ) KARATE KID #1 (March/April). Postponed from last month, the martial arts member of the **Legion** springs into solo action against Nemesis Kid—with the 20th Century as his battleground. "My World Begins In Yesterday" says **Karate Kid** . . . courtesy of Paul Levitz, Ric Estrada and Joe Staton. Cover by Mike Grell. (On sale December 4th)

( ) STAR SPANGLED WAR STORIES #197 (March.) The Unknown Soldier visits a new battlefield as the action shifts to the African front for "The Henschel Gambit"—and the man without a face is assigned to discover a new German secret weapon. Script by David Michelinie, art by Gerry Talaoc. Plus "Big War, Little War" by Archie Goodwin and Mike Kaluta. Cover by Joe Kubert. (On sale December 9th)

( ) FREEDOM FIGHTERS #1 (March/April). Long time fans know them as the stars of the **QUALITY COMICS GROUP** of the forties and fifties . . . youngers fans met them as the **Freedom Fighters** of Earth-X in **JLA #107** and **108 ...** but now they've moved to Earth-One, and they're a daring new super-group; **Uncle Sam, The Ray, The Black Condor, Doll Man, The Human Bomb** and **Phantom Lady.** Meet them in the first issue of a new bi-monthly magazine, plotted by editor Gerry Conway, scripted by Martin Pasko, and illustrated by Ric Estrada and Mike Royer. Cover by Ernie Chua. (On sale December 9th)

( ) TOR #6 (March/April). The concluding chapter of the adventures of



the caveman in 1,000,000 B.C. by Joe Kubert. Cover by Kubert. (On sale December 9th)

( ) BATMAN #273 (March). The saga of the **Underworld Olympics '76** continues, as the European team makes its attempt to win the event by pulling off "The Bank-Shot That Baffled Batman" in a novel-length thriller by David V. Reed, Ernie Chua and Frank McLaughlin. Cover by Chua. (On sale December 9th)

( ) SUPERMAN #297 (March). The Super-Spectacular four-parter continues, as the Man of Steel undergoes an identity crisis: his super-powers only work when he's in costume, so it's time to try living full-time as normal man. "Clark Kent Forever—Superman

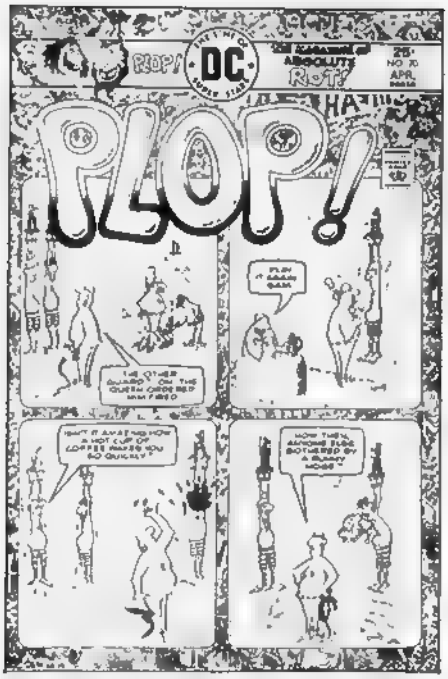
Never!" is episode in this classic series by Cary Bates, Elliot Maggin, Curt Swan and Bob Oksner. Cover by Oksner. (On sale December 11th)

( ) WARLORD #2 (March/April). Captured by slavers, Travis Morgan has new menaces to face in the world inside Earth—and inside "The Arena Of Death". This issue of Mike Grell's one-man show wraps up the series, so that Mike can move on to a new project. (On sale December 11th)

( ) PLOP! #20 (March/April). The three weirdos go underground in their never-ending quest for a captive audience and tell the tale of "The Gentle Way" by Steve Skeates and Sergio Aragones. Plus "Meat His Maker" by Maxene Fabe and Dave Manak, **Plopular Poetry** by Wally Wood, gags, and a new style cover by Slim Johnson. (On sale December 11th)

( ) FOUR STAR SPECTACULAR #1 (March/April). Beginning a new **Giant** series in which reprint-dean Nelson Bridwell will be culling a quadruple treat from the **DC** files each issue. Leading off, **Superboy** stars in the case of "The Stolen Identities" (Otto Binder and George Papp), **Hawkman** faces "The Attack Of The Crocodile-Men" (Gardner Fox and Murphy Anderson), **Wonder Woman** meets "The Talking Lion" in a Golden Age special, and the original **Flash** stars in "The City Of Shifting Sand"—a Golden Age story redrawn in the seventies by Edgar Bercasio, a young artist from the Philippines. Cover by Ernie Chua. (On sale December 11th)

( ) OUR FIGHTING FORCES #165 (March). "The Rowboat Fleet" becomes the latest target for **Capt. Cloud, Gunner, Sarge and Capt. Storm**



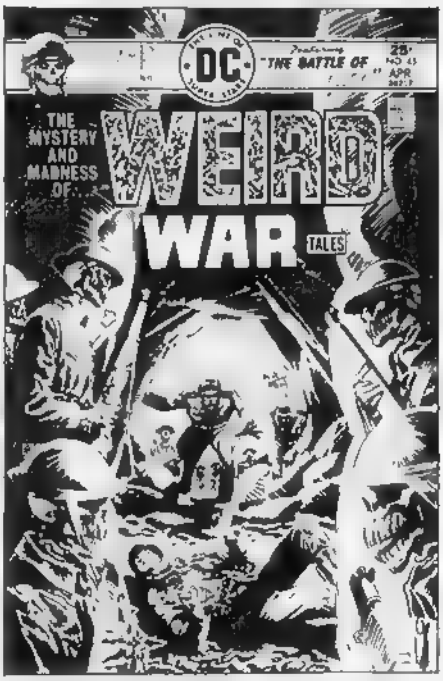
in a **Losers** tale by Bob Kanigher, Ric Estrada and George Evans. Plus a mini-epic as Bill Dennehy and E.R. Cruz warn "Don't Cry For A Sargeant". Cover by Luis Dominguez. (On sale December 16th)

( ) WEIRD WAR TALES #45 (March/April). Three military mysteries: "The Battle Of Bloody Valley" (George Kashdan and Buddy Gernale), "Conquest" (Jack Oleck, Mike Vosburg and Vince Colletta) and "Ordeal" (Oleck and Noly Panaligan) depict war on and off Earth. Plus an intro page by Gerry Talaoc and a cover by Joe Kubert. (On sale December 6th)

( ) ALL-STAR COMICS #59 (March/April). The Super-Squad's showdown with Brainwave unites the teams battling the disasters in Seattle, Cape Town, and Peking and pits them against **two** master villains. Who is our second super-foe?—read "Brainwave Blows Up" and find out! Script by Gerry Conway (with an assist from Paul Levitz), and art by Ric Estrada and Wally Wood. Cover by Ernie Chua. (On sale December 16th)

( ) CLAW THE UNCONQUERED #6 (March/April). The Grimstone Quest Continues as **Claw** and Ghilikin are summoned to stop "The Sunset Doom of Dhylkha-Ryn" in a new David Michelinie-Ernie Chua tale. Cover by Chua. (On sale December 18th)

( ) THE BRAVE AND THE BOLD #125 (March). Batman teams up with **The Flash** for the first time in seven years to battle tigers and trouble in the "Streets Of Poison" by Bob Haney and Jim Aparo. Cover by Aparo. (On sale December 18th)



( ) SUPERBOY AND THE LEGION OF SUPER-HEROES #215 (March). When a **Legionnaire** loses control of his powers there's danger in the air, and a spy in the midst of the 30th-Century super-stars—watch out for "The Final Eclipse Of Sun Boy" by Cary Bates and Mike Grell. Plus a solo adventure of "The Hero Who Wouldn't Fight" by Jim Shooter, Grell and Bill Draut. Cover by Grell. (On sale December 18th)

( ) TARZAN FAMILY #62 (March/April). Korak finds himself on "The Island Of Lost Heads" in a Bob Kanigher-Joe Kubert-Rudy Florese adventure, backed up by a new tale of **John Carter** by Kanigher, Kubert, Noly Zamora and Vicatan. Plus a classic **Tarzan** newspaper strip story, and **Carson of Venus** in "Battle Cry" by Len Wein and Mike Kaluta. Cover by Joe Kubert. (On sale December 18th)

( ) BLITZKRIEG #2 (March/April). Take another look at the enemy side of World War Two through the eyes of ordinary soldiers in "Walls Of Blood" (Joe Kubert, Bob Kanigher and Ric Estrada). Plus **The Huns** in "Circle Of Death" (Kanigher and Estrada) and a **Battle Album** featurette by Sam Glanzman Cover by Joe Kubert. (On sale December 23rd)

( ) WORLD'S FINEST COMICS #236 (March). Superman and **Batman** join forces with **The Atom** for a special story of an amazing inner world—where they learn that "Killers Come In All Sizes" (Bob Haney, Dick Dillin and John Calnan). Cover by Ernie Chua and Tex Blaisdell. (On sale Decmber 23rd)

( ) THE FLASH #240 (March). Stacy Conwell's secret has been building up for several issues, and now it's revealed —sending the Fastest Man Alive on a "Collision Course With Disaster" in this Cary Bates-Irv Novick-Tex Blaisdell story. Meanwhile, **Green Lantern** continues his adventures in space by battling the Ravagers of Olys when "The Floods Will Come" (Denny O'Neil, Mike Grell and Blaisdell). Cover by Ernie Chua (On sale December 23rd)

( ) FIRST ISSUE SPECIAL #12 (March). STARMAN . . . a new incarnation for an old **DC** hero and far more dynamic than the old. **Starman . . .** a new kind of space opera by Gerry Conway, Mike Vosburg and Mike Royer. Cover by Joe Kubert. (On sale December 23rd)

( ) **BLACKHAWK #245 (March/April).** The past and personal lives of all the **Blackhawks** are shrouded in mystery . . . especially that of Hendrickson, who dwells alone on the old Blackhawk Island. But now meet Hendrickson's daughter, learn the secret of the **eighth Blackhawk** and watch out for—"Death's Double Deal" in a new Steve Skeates-George Evans novel. Cover by Joe Kubert. (On sale December 23rd)

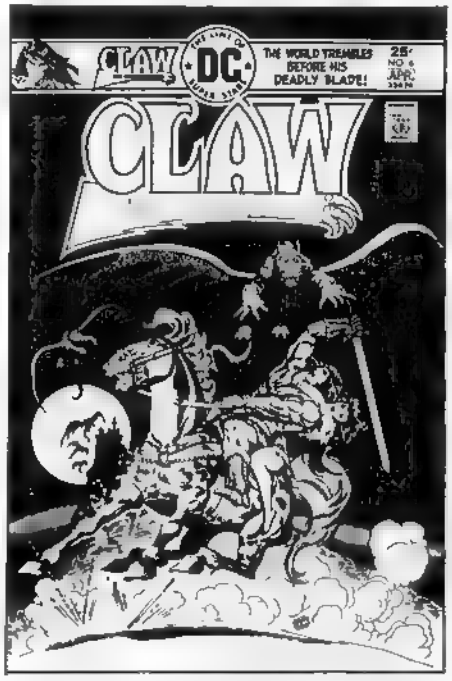
( ) **SHAZAM! #23 (Winter).** There's very little that can challenge the combined might of **Captain Marvel, Mary Marvel,** and **Captain Marvel Junior** but this issue's classic tale tells of one challenge that taxed even their fantastic powers—building a whole new Earth, in "The World's Mightiest Project". Cover by Kurt Schaffenberger. (On sale December 23rd)

( ) **G.I. COMBAT #188 (March).** The music's mysterious and all the more dangerous for its mystery as the crew of **The Haunted Tank** meets "The Devil Pipers" (Bob Kanhigher and Sam Glanzman). And adding a new dimension to this mag, "The Redball Express" rolls into place as a continuing back-up feature by Bart Regan and Fred Carrillo. Cover by Luis Dominguez. (On sale December 30th)

( ) **THE UNEXPECTED #172 (March).** Three tales of terror with shock endings: "Strangler In Paradise" (Carl Wessler and Rory Gamboa), "What Did You Do With My Body?" (Jack Kelly and Rico Rival) and "Scream Of Fear" (George Kashdan and Frank Redondo). Cover by Luis Dominguez. (On sale December 30th)

( ) **DETECTIVE COMICS #457 (March).** Presenting one of the truly special stories of the year . . . as the **Batman** learns that "There Is No Hope In Crime Alley" in a moody Denny O'Neil-Dick Giordano tale that's sure to become a classic. Then "Make Way For The Elongated Woman" as Sue Dibny makes her crime-fighting debut to rescue her husband in a Bob Rozakis-Kurt Schaffenberger story. Cover by Giordano. (On sale December 30th)

( ) **ACTION COMICS #457 (March).** Gerry Conway debuts as a **Superman** scripter with a sectet identity tale entitled "Superman, you're Not Clark Kent —And I Can Prove It". Art by Curt Swan and Tex Blaisdell. Plus **Green Arrow** and **the Black Canary** tracking "The Flight Of The Nutty Kid" (Elliot Maggin and Mike Grell). (On sale December 30th)



( ) **ADVENTURE COMICS #444 (March/April).** Beginning a new chapter in **Aquaman's** career, as he's replaced on the throne of Atlantis by a new king—Karshon! Add the menace of the **Ocean Master,** and you have the most thrilling episode in the ex-Sea King's career—"And Death Before Dishonor" (Paul Levitz, Gerry Conway and Jim Aparo). Cover by Aparo. (On sale December 30th)

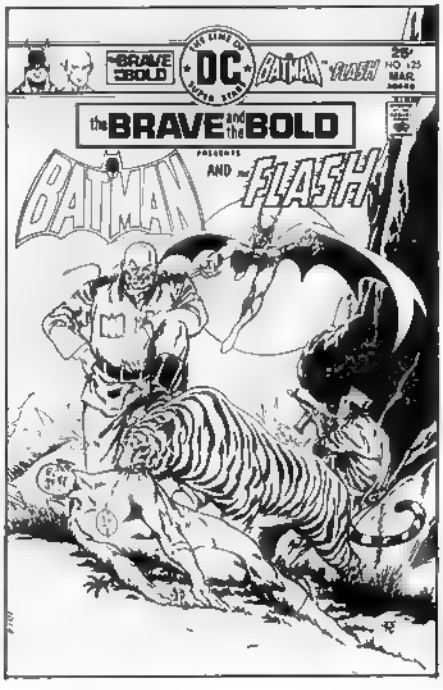
( ) **TARZAN #247 (March).** The immortal Ape Man meets the "Diamond Slaves" (Joe Kubert and the Redondo Studio). Cover by Kubert. (On sale December 30th)

( ) **DC SUPER STARS #1 (March).** Beginning a new monthly **Giant** series which will spotlight different **DC** heroes and magazines each issue. Leading off is a **TEEN TITANS** issue, reprinting "Skies Of Death" (Bob Haney, Gil Kane and Nick Cardy) and "Monster Bait" (Haney and Cardy). (On sale December 30th)

JANUARY COMICS LISTING

( ) **OUR ARMY AT WAR #291 (April).** It's **Sgt. Rock** versus "The Death Squad" in this latest Bob Kanigher-Joe Kubert-Frank Redondo thriller. Plus an as-yet-unchosen back-up feature. Cover by Joe Kubert (On sale January 2nd)

( ) **SUPERMAN VS. SPIDER-MAN** (a special $2, 96-page edition co-published by **DC** and **MARVEL).** The most incredible epic in comics history is here—a 92 page story teaming the



most famous characters of the two largest comics companies against two of the deadliest villains of all time. The issue opens with prologues starring **Superman, Spider-Man, Lex Luthor** and **Doctor Octopus** in separate adventures, and then brings all the characters together in one of the longest stories ever done in comics. Besides the heroes, the supporting casts also meet: Morgan Edge, Perry White, Lois Lane, Jimmy Olsen and Steve Lombard from **Superman's** side —J Jonah Jameson, Joe Robertson, Mary Jane Watson, Betty Brant and Ned Leeds from **Spider-Man's.** The event is a World News Convention—and a plot to dominate the world . . . and it's probably the finest single comics magazine ever done. Creative services rendered by: Carmine Infantino and Stan Lee, Publishers & Editors; Julie Schwartz and Roy Thomas, Consulting Editors; Gerry Conway, Writer; Ross Andru, Pencil Artist; Dick Giordano, Ink Artist; Terry Austin, Background Inking; Gaspar Saladino, Letterer; and Jerry Serpe, Colorist. Buy an extra copy—you'll want one to read and one to cherish. (On sale January 2nd)

( ) JUSTICE LEAGUE OF AMERICA #129 (April). Hawkman has a deadly decision to make—will he save Midway City at the cost of his own life, or continue living and thereby doom his adopted city? "The Earth Dies Screaming" in this Martin Pasko-Dick Dillin-Frank McLaughlin collaboration. Cover by Ernie Chua. (On sale Janua 6th)

( ) THE SUPERMAN FAMILY #176 (April/May). There's a musical turn of events as the Daily Planet's youngest star reporter turns into "Jimmy Olsen, Nashville Super-Star" (Cary Bates and Kurt Schaffenberger). Plus: "Krypto's Super-Movie Stunts" (Otto Binder and Al Plastino), **Lois Lane** in "I Betrayed Superman" (Bob Kanigher and Irv Novick) and **Supergirl** in "Linda Danvers, Movie Star" (Leo Dorfman and Schaffenberger). Cover by Schaffenberger. (On sale January 6th)

( ) SWAMP THING #22 (April/May). David Michelinie wraps up his chronicling of the man-monster's adventures with a tale about the results of science gone mad. "The Solomon Plague" is illustrated by Nestor Redondo and sports an Ernie Chua cover. (On sale January 8th)

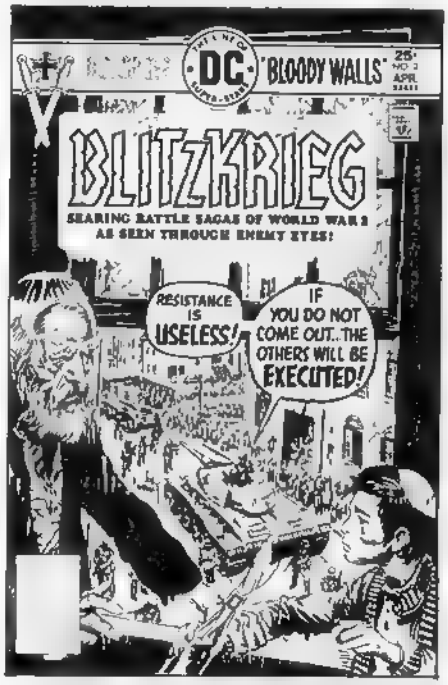
( ) KAMANDI, THE LAST BOY ON EARTH #40 (April). Ending the Kirby days of this magazine is the story of **Kamandi's** quest for "The Sun Machine" and the lizard and burro races that it served. Script by Gerry Conway (with an assist from Paul Levitz), and inks by Mike Royer . . . and next issue Chic Stone takes over as the penciller. Cover by Joe Kubert. (On sale January 8th)

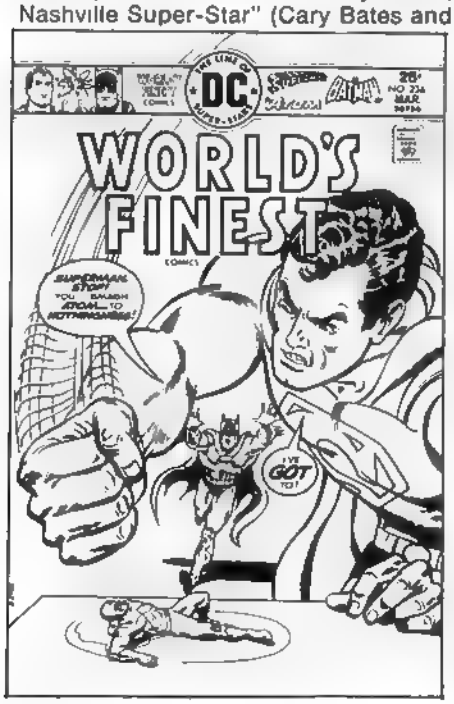
( ) STAR SPANGLED WAR STORIES #198 (April). Beginning a three-part adventure which casts the **Unknown Soldier** in the most dangerous role he's ever played—that of a "Traitor!" Parts two and three will co-star **Mlle. Marie,** and all three are crafted by David Michelinie and Gerry Talaoc. Plus "The Last Battle" by Arnold Drake and Frank Redondo. (On sale January 8th)

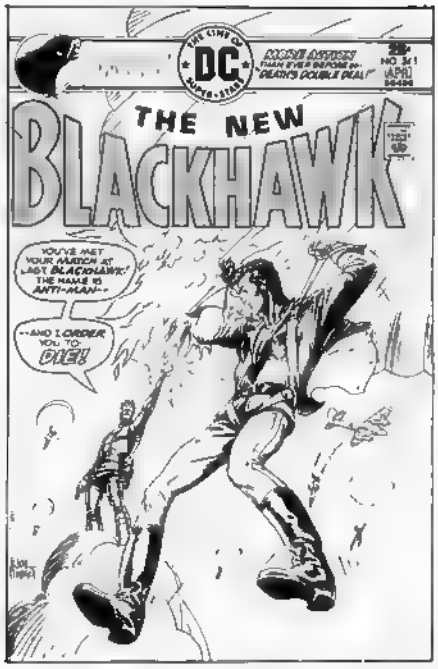
( ) DC SPECIAL # 21 (April/May). Wage a **War Against The Monsters** with: **Green Lantern** ("The Leap Year Menace" by John Broome, Gil Kane and Joe Giella), **Superman** ("The Legion Of Super-Creatures" by Otto Binder, Curt Swan & George Klein), **The Marvel Family** ("The Marvel Family Reaches Eternity," art by Pete Costanza and World War Two soldiers ("The Big House of Monsters" by Bob Kanigher and Russ Heath). (On sale January 8th)

( ) HOUSE OF Mystery #240 (April/May). There's a perilous plant loose in this issue—and it's after "The Murderer" (Bob Kanigher and E.R. Cruz). Plus the chilling tale of "Manslaughter" by Cary Bates and Ruben Yandoc. Cover by Joe Orlando. (On sale January 13th)

( ) KOBRA #2 (April/May). Solar danger is the watchword, as Jason Burr and **Kobra** square off against a superfoe who is out to kill them both. "Code Name: Gemini" by Martin Pasko, Chic


DC
BLOODY WALLS
BLITZKRIEG
SEARING BATTLE SAGAS OF WORLD WAR 2 AS SEEN THROUGH ENEMY EYES!
RESISTANCE IS USELESS!
IF YOU DO NOT COME OUT..THE OTHERS WILL BE EXECUTED!





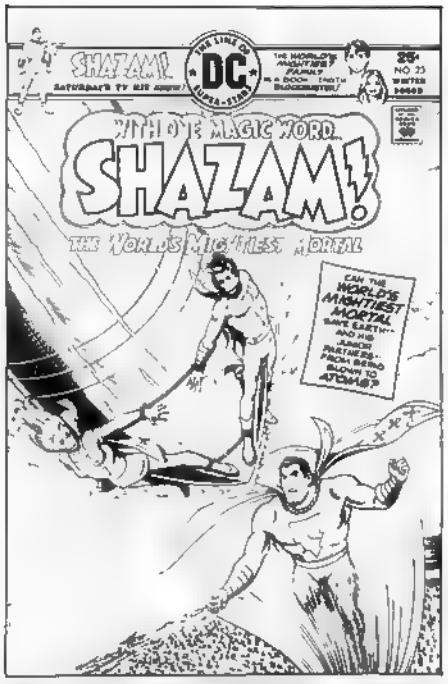
Stone and Pablo Marcos also reveals new details of **Kobra's** origin. (On sale January 13th)

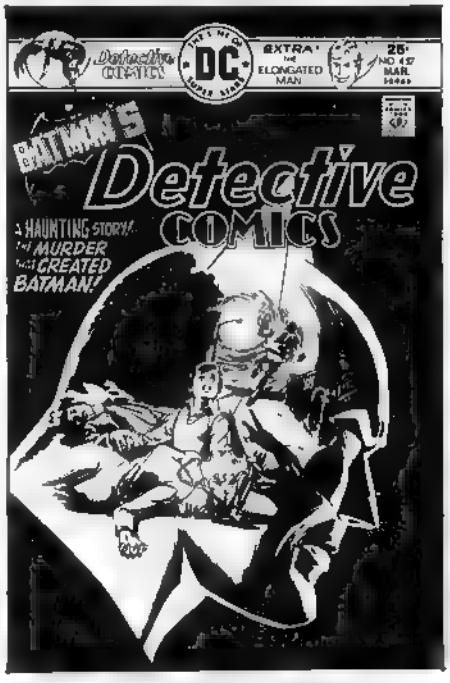
( ) SUPERMAN #298 (April). Turnabout is fair play, so this issue it's a full-time super-hero yelling "Clark Kent —Get Out Of My Life!" as the four-part spectacular continues. Script by Cary Bates and Elliot Maggin, art by Curt Swan and Bob Oksner, cover By Oksner. (On sale January 15th)

( ) BATMAN #274 (April). The third team [Afro-Asia] of **Underworld Olympics '76** competitors have arranged their contest—it's a "Gotham City Treasure Hunt" and **Batman's** out to stop it! Script by David V. Reed, art by Ernie Chua. (On sale January 15th)

( ) METAL MEN #45 (April/May). The Robot Wonders are back, and they're battling their creator, Doc Magnus, and the macabre menace of the Plutonium when they learn that "Evil Is In The Eye Of The Beholder" (Steve Gerber and Walt Simonson) Gerry Conway is the editor of this revived bi-monthly magazine. (On sale January 15th)

( ) DC SUPER STARS #2 (April). An all Sergio Aragones issue, as the **Plop** cast visits Alice's Wonderland in a new introduction, and tell two new tales: "Fate Worse Than Death" (a fable of the magazine publishing business, starring two very familar characters) and "It Shouldn't Happen To A Dog" (an island adventure scripted by Coram Nobis). Plus Aragones gags, and the classic tales of "The Poster Plague," "The Escape" "The Ultimate Freedom." (On sale January 15th)

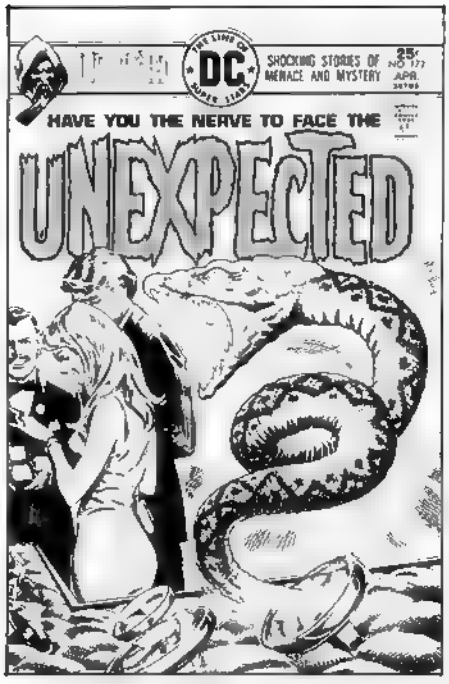




( ) OUR FIGHTING FORCES #166 (April). A fabulous French fem wields "The Sword of Flame" as **the Losers** aid and are aided by the famed and fearless French underground (Bob Kanigher and George Evans)! Then Indian Ace **Johnny Cloud** rides "The Death Ship" as he recalls a solo adventure (Bob Kanigher and E.R. Cruz). (On sale January 20th)

( ) FIRST ISSUE SPECIAL #13 (April). THE NEW GODS are back for a second try, courtesy of Gerry Conway, Denny O'Neil, and Mike Vosburg. (On sale January 20th)

( ) PLASTIC MAN #12 (April/May). The Stretchable Sleuth has a problem —Sundae wants to tackle a case and if she does, she'll learn that "The Bogus Men'll Get You If You Don't Watch Out!"



Script by Steve Skeates, pencils by Ramona Fradon, and inks by Bob Smith. Cover by Jose Luis Carcia Lopez. (On sale January 20th)

( ) WONDER WOMAN #223 (April/May). Now that the trials are over, the Amazing Amazon's adventures are going in a surprising new direction. In fact, it's so surprising that the title of this story isn't revealed until near the story's end (So we're certainly not going to reveal it here)! This epic is by Martin Pasko, Jose Delbo and Vince Colletta. (On sale January 22nd)

( ) THE BRAVE AND THE BOLD #126 (April). Batman and **Aquaman** in the secret story of "What Lies Beneath Buoy 13?" Script by Bob Haney, and filling in on the pencils is John Calnan —to allow Jim Aparo a brief respite Aparo inked the story, however, and also did the cover. (On sale January 22nd)

( ) HERCULES UNBOUND #4 (April/May), It's World War III, and the man-god is bound for merry old England—courtesy of "This Savage Strength," Gerry Conway, Jose Luis Garcia Lopez and Wally Wood. Cover by Lopez. (On sale January 22nd)

( ) SUPERBOY AND THE LEGION OF SUPER-HEROES #216 (April). Over six months of preparation introduce **Tyroc,** "The Hero Who Hated The Legion." Is he friend or fiend? And will he aid four **Legionnaires** against the dreaded Beta Gang? (Cary Bates and Mike Grell). Meanwhile, the married, ex-**Legionnaires** Bouncing Boy and Duo Damsel return to prove that "1+1=3" (Bates and Grell). (On sale January 22nd)

( ) **G.I. COMBAT #189 (April). The Haunted Tank** tracks toward a circus and obtains an unwanted new crewman in "The Gunner Was A Gorilla" (Bob Kanigher and Sam Glanzman). And war will never be the same after a battlefield is invaded by "The Gentleman G.I." (Kanigher and Nestor Redondo). (On sale January 27th)

( ) **WORLD'S FINEST COMICS #237 (April).** Old time **Green Arrow** artist Lee Elias (who's been concentrating on our mystery books) returns to the superhero fold as he pencils **Superman** and **Batman's** battle against "The Intruder From a Dead World!" Scripter Bob Haney started it and inker John Calnan will finish it off! (On sale January 27th)

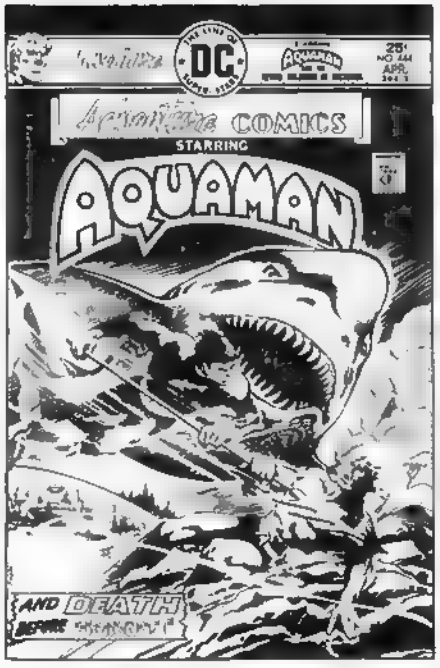
( ) **THE WITCHING HOUR #63 (April/May).** Three tales of madness at midnight. Courtesy of the wildest witches of all. (On sale January 27th)

( ) **TARZAN #248 (April).** Edgar Rice Burroughs' savage hero comes to life once more in an adaptation of "Tarzan The Invincible" by Joe Kubert and the Redondo Studio. Cover by Kubert. (On sale January 27th)

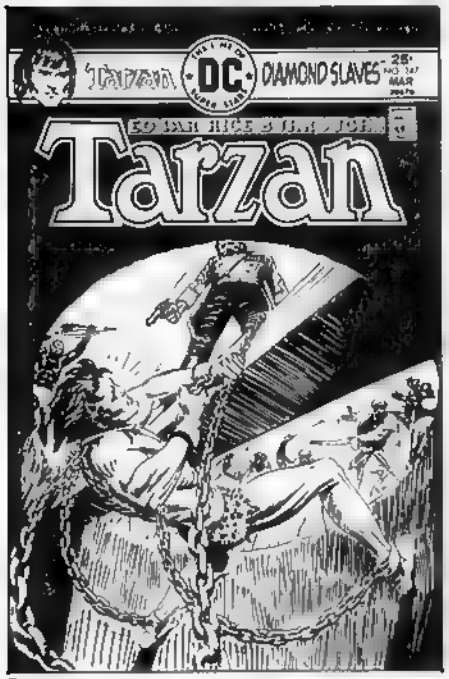
( ) **SUPER-TEAM FAMILY #4 (April/May).** Now an all-reprint **Giant** edited by Nelson Bridwell, this issue features a super-length **Justice Society** epic ("The Revenge Of Solomon Grundy") and a **Superman-Batman** tale ("The Menace Of The Moonman," with art by Dick Sprang). (On sale January 29th)

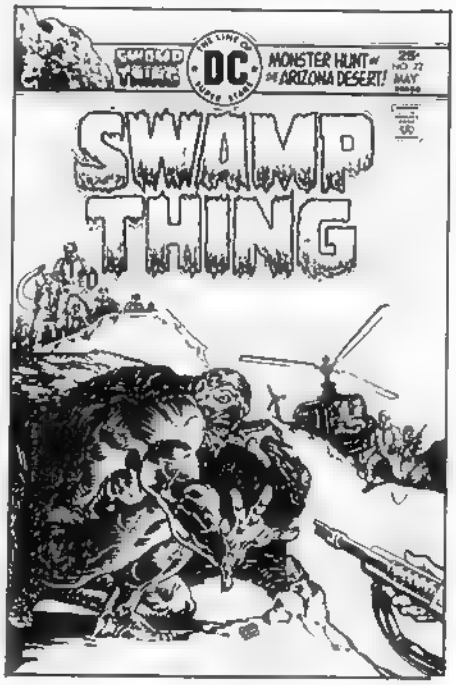
( ) **KUNG FU FIGHTER #7 (April).** Now monthly, the adventures of Richard Dragon and Lady Shiva continue in "Command: Slay the Dragon" under the guidance of editor/writer Denny O'Neil and artists Ric Estrada and Wally Wood. (On sale January 29th)

( ) **ACTION COMICS #458 (April).** The president of a rival TV network wants to compete with WGBS and **Superman** so he tells his resident inventor to "Make Me A Super-Hero"—and so is born **Blackrock** (Elliot Maggin, Curt Swan and Tex Blaisdell). Plus **Black Canary** and **Green Arrow** are face-to-face with Lex Luthor in the "Masquerade Of The Nutty Kid" (Maggin and Grell). (On sale January 29th)



( ) **DETECTIVE COMICS #458 (April).** At a costume ball, a man in a **Batman** suit is murdered and tattooed across the forehead with the line—"The Real Batman Dies Next" (Elliot Maggin, Jose Luis Garcia Lopez and Ernie Chua). Then **Man-Bat** wings his way into back-feature status with "Peal Of The Devil Bell" (Martin Pasko and Pablo Marcos). (On sale January 29th)





time ago, a mystery girl whose identity was never revealed and only once hinted at. As an adult, it is believed that he will leave the Legion to become consort to Queen Projectra.

KID PSYCHO

Gnill Opril of Hajor

Kid Psycho's parents were astronauts who defeated a space monster to save Hajor's space program. However, biogenic radiation was absorbed into their bodies and affected their genes. Their son was born a mutant with a tremendous brain and similarly large skull. Gnill had the power of mind-over-matter and could project impenetrable force fields from his eyes. His parents rocketed the teenager to Earth when their planet exploded.

He was turned down for membership in the Legion when it was discovered that each time he created the force field his life was shortened by a year. He went back to Superboy's time to appeal this decision to the Boy of Steel (*Superboy* 125). He was finally made a member of the Legion Reserve and Secret Weapon

LIGHT LASS

Ayla Ranzz of Winath [Also known as Amarta]

Ayla, her twin brother Garth, and their older brother Mekt were returning from a party on another world when their space-flyer ran out of power. They were forced to land on Korbal, a planet inhabited by lightning monsters. Garth thought up a scheme to get the monsters to recharge the ship's energy cells with their natural electrical discharges. Instead, the monsters surrounded the trio and bombarded them with lightning, creating an electrical field that gave them power to generate greater lightning than the monsters. Scaring them away, they next used this power to recharge the energy cells. Ayla never revealed her power because she was afraid of criminals, but when she heard of her brother's death, she took him to Korbal secretly and planned to take his place in disguise.

Her plan came to fruition in "The Strange Revival of Lightning Lad" (*Adventure* 308). She took his place in the coffin, and as the new Legion flag was draped over the casket, Bouncing Boy detected some movement in "Lightning Lad's" body. With the aid of Sun Boy, "he" was pulled out of the coffin. Sun Boy rationalized, "The constant electric bolts above his coffin must have somehow revived him from the deathlike coma into which the freezing ray threw him!" However, Sun Boy soon noticed that the supposed Lightning Lad was a girl, noting no adam's apple and no tan in the back of her neck, where her long hair had previously been. It was later revealed, after she saved the Legion with her power that no one expected her to have, that she was Garth's twin sister, and she was renamed Lightning Lass and welcomed into the Legion. When Dream Girl entered the Legion to save several members' lives by causing the removal of their names from the Legion roster (*Adventure* 317), she caused an electrical explosion in a new experimental generator that short-circuited Ayla's power without seriously injuring her. This explosion actually changed Lightning Lass' power via Naltorian science to the ability to make things super-lightweight temporarily, since her lightning power was no longer needed now that her brother was alive. She was renamed Light Lass (suggested by Dream Girl) and got a new emblem, a cloud (*Adventure* 322). This was later changed to a feather for clarity's sake (*Adventure* 327). In *Superboy* 202, the whole costume was modernized.

The aforementioned *Adventure* 327 also introduced Lone Wolf to Light Lass. She fell in love with him immediately and invited him to join the Legion. He refused, but later joined as Timber Wolf. She will retire when they marry and give birth to a girl, Loni, and younger twins, Brin and Bran. None will have super powers.

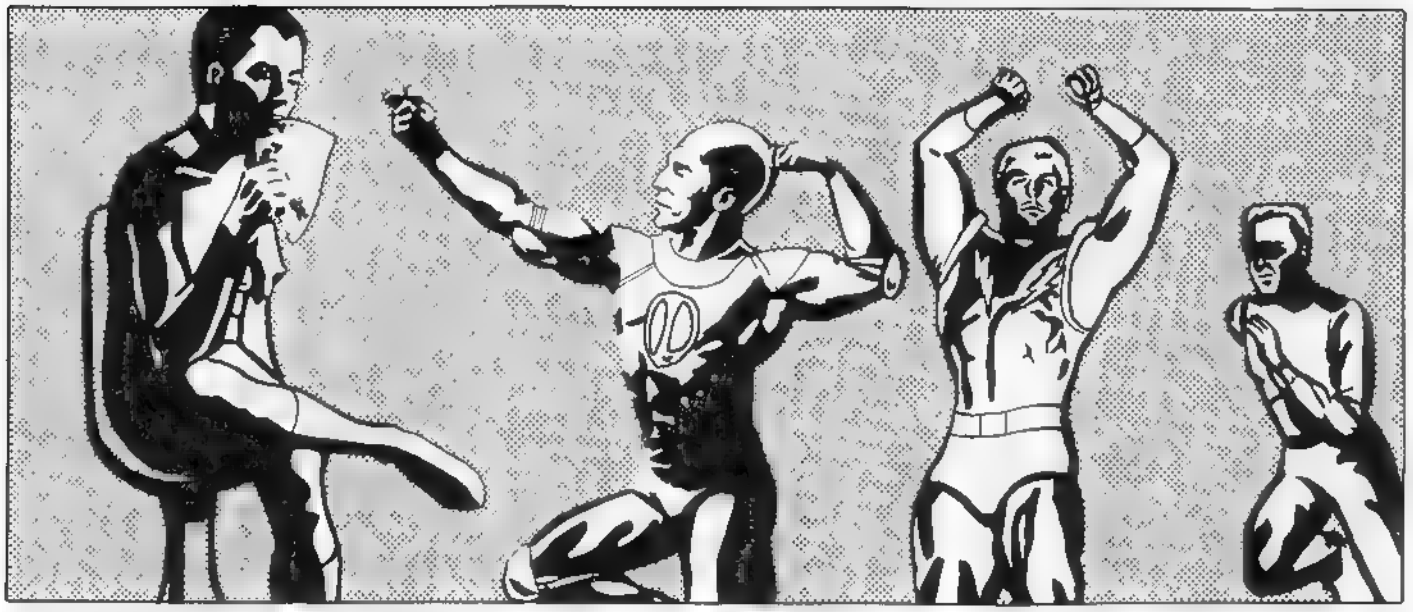
LIGHTNING LAD

Garth Ranzz of Winath [Amarta]

For the origins of Garth's powers, read the first paragraph of his sister's bio, above. After gaining his lightning power, Garth left for Earth to ask the aid of the Science Police headquartered there, in finding his brother Mekt. Although he met with failure for many years, he did meet Rokk Krinn on the ship to Earth. They were roommates for a while, and teamed up with Imra Ardeen to form the Legion of Super-Heroes. He fell in love with Imra immediately and she fell in love with him as quickly. They were destined to become engaged (by *Adventure* 353) and will marry. Both will stay active in the adult Legion.

On the cover to the Legion's first story (*Adventure* 247), his costume was red and yellow, identical in design to the one later used by Lightning Lord. His hair was bright red. Lightning *Boy*, as he was then known, explained, "My hands are like the positive and negative poles of a battery! Each time I clap them together, a super-lightning flash leaps forth!"

By *Adventure* 267, Lightning *Lad*'s costume was more similar to the one he wore for most of his career, and by *Adventure* 293 lightning bolts shot out of his fingertips. His costume was to remain unchanged until *Superboy* 197, when it was replaced by a sleeker, yellow-blue-



and-white one.
His power can be controlled so he can shoot low-frequency bolts that knock people out without killing them. It seems as though he has not mastered this power, as it is infrequently used. He can be short-circuited into unconsciousness without losing his power and can be revived by a battery bed designed by Brainiac 5.
When Saturn Girl received a prediction from the Trylop Council of Mernl's computer that one Legionnaire would die fighting Zaryan the Conqueror (*Adventure* 304), she destroyed it and planned to sacrifice herself. Mon-El, in the Phantom Zone at the time, saw this and warned Lightning Lad, who rushed to fight Zaryan and sacrificed himself, destroying Zaryan with lightning bolts but succumbing to the villain's freeze-ray. He was placed in a crypt in a transparent coffin with electric bolts shooting from two dynamos at each end of the coffin. This was powered by a perpetual-motion machine (!). All the universe mourned and a statue was erected in the Clubhouse in his memory. When Mon-El was freed from the Phantom Zone in the next issue, he pledged that he would restore Lightning Lad to life somehow.
All the Legionnaires searched for a method to restore Garth's life, and Mon-El finally found a way to exchange his life force for Garth's by electricity. He planned to sacrifice himself, but the Legionnaires found out. They all went to Korbal (where Ayla had moved the coffin when she took her brother's place) and held up rods in a "lottery." Whichever Legionnaire held up the rod that lightning first struck would be the "winner" and sacrifice him- or herself for Lightning Lad
Saturn Girl constructed a rod of Duralim, a super-conductor, but Proty discovered this and lured her away, taking her place and sacrificing himself. (*Adventure* 312) This was the only possible way to revive Garth, as the atoms of his body had been permanently damaged Lightning Lad made a statue of gold in Proty's memory (*Adventure* 314).
Answering a distress call from a freightship menaced by a giant green monster (*Adventure* 332), Garth left his ship left foot first (a bad luck sign to which he later attributed the resulting misfortune) and shot reduced force bolts to stun the creature. They bounced back, tinged green with a toxin from the beast's body, and hit him in the right arm, which immediately turned green. Passing out, he set the automatic controls of his ship for the Clubhouse, where the poisoned arm had to be removed and substituted with a robot arm Later, with the help of the creator of "The Super-Moby Dick of Space" he shot out modified bolts that reduced the creature to its normally small size. The growth had resulted from negative electrical energy exposure, so Garth shot out powerful positive energy bolts. Garth was able to conduct his lightning power through the robot arm to come out the fingers, just as with his real arm.
Lightning Lad was captured by Evillo in a later adventure (*Adventure* 350-351). The diabolical Evillo tried to turn Garth evil, but was unsuccessful He then turned LL over to his cohort, a doctor, for "experimentation." However, Evillo had previously performed a bizarre experiment on the doctor, permanently disfiguring his face. In vengeance, the doctor restored Garth's right arm with a serum he invented for growing new limbs. He cured other maladied Legionnaires as well
Garth finally found Mekt in the new School of Super-Villains (*Adventure* 372) but he escaped. He was again found, this time imprisoned (*Superboy* 172), and escaped to form the Legion of Super-Villains.
The Ranzz' parents were recently killed when a meteor smashed into their space-hopper. The two Legionnaires carved a memorial to their parents out of that very meteor.

LIGHTNING LORD

Mekt Ranzz of Winath [Amarta]
He was a Legionnaire for one issue (*Adventure* 331), admitted by the criminal Dynamo Boy, who had taken over the Legion This was not the young Mekt of the teenagers' time (who was in hiding), but the adult version from the time of the adult Legion. More information under Dynamo Boy and in the following section on the LSV.

LEX LUTHOR

of Earth
This was not the villain who menaced Superboy/man and the Legion, but his 30th Century descendant who joined the adult Legion (*Adventure* 355) after using his scientific know-how to give himself the powers of Star Boy and Light Lass. He used these powers to defeat the Legion of Super-Villains with the aid of Mr. Mxyzptlk's descendant

MAGNETIC KID

He had the power to magnetically draw any living thing to him. He was one of three criminals who joined the Legion in *Adventure* 337. For details, see the preceding paragraph on *Blackout Boy.*

MATTER-EATER LAD

Tenzil Kem of Bismoll
When Tenz was inducted into the Legion (*Adventure* 303), he was asked to explain how he got his power. "Over a period of eons, microbes made all food [on Bismoll] poisonous ... Just as gradually, evolution transformed my race so we could eat *anything* without being harmed!" Indeed, Bismollians can even digest energy, merely converted matter. However, the one thing they cannot eat is Magnozite, a purple, glossy alloy that is composed of the most poisonous metals in the galaxy.
In an attempt to escape from a prison camp where the rest of the Legion was being held (*Adventure* 344-345), Matter-Eater Lad was caught and sentenced to execution. Superboy intercepted death rays aimed at Tenz, but one deflected off him and grazed Tenz. It didn't kill him, but bloated his body until he looked like Bouncing Boy. He was restored to normal by the same doctor who restored Lightning Lad's right arm (*Adventure* 351)
Tenzil's parents lived on Bismoll until recently, but sometimes visited Earth. It seems as though, when his father, Rali, was put out of

work by the closing of the robot plant at which he had worked for twenty years, he and his wife, Mitz, moved to the slums of Metropolis, where they lived off the small Legion Living Allowance given each member. Rall used most of this money to bet on the kangobroncs. Angered by this situation, Tenz left home (*Action* 381) until he got a letter telling him that his father would give up gambling. They again moved back to Bismoll where Tenz' younger brother Renkil had seemingly been the whole time,and Rall apparently found a well-paying job.
Tenzil left the Legion when he was drafted by Bismoll's political machine to run for office. He will later become Bismoll's President

MON-EL

Lar Gand of Daxam
Daxam is a world similar in makeup (size, sun, culture, etc.) to Krypton. However, Daxamites are vulnerable to lead and when exposed to this metal are affected permanently and fatally.
In the days before Krypton exploded, Lar Gand made a rocket flight to Krypton (pointing out a major difference between the two planets: Space travel was virtually unknown on Krypton) and befriended Jor-El, who advised him to escape to Earth because of Krypton's imminent destruction. Lara gave him a locket as a keepsake and Jor-El gave him a map designed for his son which he had memorized. Lar's ship was disabled in space and delayed in its arrival on Earth. Lar was in a state of suspended animation and so did not age.
When his ship finally reached Earth, it was found by Kal-El, now Superboy. Seeing the map and the locket, he came to the wrong conclusion that this was his brother. When Lar regained consciousness he had no memory of his past. He tried his powers and found them identical to Superboy's. The Kents "adopted" Clark's brother, and was named Mon-El ("El" being Superboy's family name, and his being found on a *Mon*day). He was named Bob Cobb, a brush salesman. He was about 18
Later the next night, Superboy noticed that Mon-El's belt was not Kryptonian in origin Checking a hunch, he subjected the boy to Kryptonite radiation while he was sleeping, protecting himself behind a lead shield. Mon-El was not affected and Superboy was convinced that he was an impostor on some evil mission.
As they went to stop some criminals who used gigantic lead cannonballs to break into a bank, Mon felt temporary weakness. Superboy thought, therefore, that he was in league with those criminals. Preparing to confront Mon with this "knowledge," he painted the lead balls phosphorescent green and arranged for them to fall in an area the two were in later. Superboy told Mon that it was Kryptonite, and they both collapsed.Now Superboy was sure this boy was putting on an act. He got up and showed him "Kryptonite" was lead, but Mon claimed , "Though exposure to lead has caused terrible molecular changes in my body, destroying all my super-powers, it shocked my brain out of its state of amnesia!" He then told Superboy the truth, and to save his life, Superboy projected Mon-El into the Phantom Zone until he could discover a cure He remained there, unaging, until the 30th century, proving a valuable aid to Superboy even as he grew up.
When he was temporarily freed from the Phantom Zone by Saturn Girl to save the Legion from a Luthor robot (*Adventure* 300), he was given Serum XY-4, created by Imra, that temporarily halted the lead poisoning.
After defeating the robot he was immediately inducted into the Legion. "We admire you so greatly that you will not have to pass our usual super-initiation test!" he was told. Although chronologically over 1000 years old, he was allowed in because the determining factor is physical age.
When the serum wore off soon after, he was returned to the Phantom Zone, where the only other inhabitant was a criminal named "The Mighty Gazor." All the rest were paroled by the people of Rokyn, a planet populated by enlarged Kandorians
Soon after, Brainiac 5 discovered the missing ingredient in Serum XY-4 Kryptonite, the one element that protects Daxamites from lead He created a new serum with a tiny amount of this element that made Mon-El invulnerable to lead, cured his poisoning, and gave him power under a red sun, good for 24 or 48 hours, depending on the dosage. He freed Mon-El from the Zone and gave him this serum. Unsure of the effectiveness of this oral vaccine, Mon joined the Legion under the anagram name "Legionnaire Lemon," also calling himself Marvel Lad, as a replacement for Lightning Lad (*Adventure* 305). He had several initiation tests, one of which resulted in the creation of element 152, an anti-grav element later used in making flight rings. The serum proved a success, the only thing eliminating its potency being the Ultima-Weapon, which had many other powers. He pledged in that story to restore Lightning Lad to life somehow
Mon later found a Daxamite device that transferred Proty's life force to Lightning Lad, restoring the latter to life. Another machine was built using the same principle, and is kept in the Clubhouse. It was used on Mon-El when a descendant of his older brother (his only relatives are descendants of his siblings) accidentally caused his death (*Action* 384). This descendant used the machine to sacrifice himself for Mon.
Mon-El was Legion deputy under Ultra Boy and Karate Kid He has also served two terms (including the current one) as Legion leader. He and Shadow Lass are in love. It is conjectured that, when she will die, he will leave the Legion to escape unpleasant memories.
In any case, as an adult he will become a space colonist making new worlds safe for other colonists

MXYZPTLK

of the 5th Dimension
Descendant of the original imp, he used his magic powers to defeat the adult LSV with a descendant of Luthor. After this, he joined the adult Legion. His brother fought the Legion as Mask Man (*Adventure* 310).

NEMESIS KID

of Myar
Myar is an alchemists' planet. Alchemical skill gave Nemesis Kid the ability to defeat any one foe. He was accepted unanimously into the Legion (*Adventure* 346), but was really a spy for an alien force trying to conquer the Earth. The force was defeated and he escaped. He later turned up at the School for Super-Villains but was captured by Duo Damsel when the Legion broke up that school. He was out of jail in time to be a charter member of the LSV. He could be so frightened as to forget to use his power.

PHANTOM GIRL

Tinya Wazzo of Bgztl
Bgztl occupies the same space as Earth, but in another dimension. Tinya can dematerialize at will and pass through solid objects. When she becomes immaterial an invisible aura of force around her body affects anything she wears or carries in the same way. Shock waves affect her in her phantom form and she cannot pass through certain types of energy. When knocked unconscious, she becomes solid. She can't become invisible
Tinya was the fifth Legionnaire. She entered the new Clubhouse despite all existing precautionary security devices. She was accepted on condition that she help the Legion make the Clubhouse secure against phantoms, setting up an energy shield around it. She was made a member of the Legion Espionage Squad at that group's inception.
Phantom Girl fell in love with Ultra Boy and this love kept her believing in him when all the other members thought him a criminal (*Adventure* 314). This was really a ruse to capture aliens. As adults, they will marry. She will apparently stay in the Legion until she gives birth. They will have a boy (Ronn) and a girl (Ama).
Tinya wore a new costume once (*Superboy* 188) and returned to her original one for one story. Then she got another new costume, which she has worn ever since (*Superboy* 195).

POLAR MAN

Brek Bannin of Tharr
Heat storms on Tharr caused the people to develop the power to radiate intense cold. As a teenager, he founded the Legion of Substitute Heroes, but will be admitted to the LSH as an adult. Further information follows in the section on the Substitutes.

POWER BOY

Nothing is known about this character except that he will join the Legion and later die.

PRINCESS PROJECTRA

Projectra of Orando
Orando is a violent, primitive planet, comparable to feudal England Spiritualism and Astrology are important parts of the people's lives. Jeckie is the princess of Orando, daughter of King Voxv. As such,she is a member of the ruling class of Orikalls, or mystics, and is a medium
A witch gave Projectra the power to project realistic illusions, so frightening they can cause insanity. She can even use her power to cause the illusion that something that is present really *isn't* (i.e. make things invisible).
Projectra was interviewed and admitted without an initiation test after displaying her power along with Nemesis Kid, Ferro Lad, and Karate Kid (*Adventure* 346). She later fell in love with the latter
Various machines can affect her power. A transceiver device can augment her power, enabling her to send images all over the galaxy. A Psychic Image Disruptor attached to a part of her clothing can remove her power. Illness also affects her power, materializing hallucinations.
She lives on Earth in a tremendous penthouse, courtesy of her father When he dies, she wil leave the Legion to become Queen Projectra.
She wore a new bikini-type costume once (*Superboy* 183), then reverted to her original outfit until *Superboy* 198, when it was replaced by an interesting red-and-yellow outfit At about this time, her hair also became shorter and curlier.

QUANTUM QUEEN

Originally part of the group known as the Wanderers (who met the Legion in *Adventure* 375), she is destined to join the Legion and die preventing an escape from the Cosmos Prison. She could convert her body into any type of quantum (elemental unit of energy) radiation, such as laser power.

REFLECTO

Nothing is known about this character except that he will join the Legion and die in a duel with the Molecule Master

PETE ROSS

of 20th Century Earth
Pete was made an honorary member because of his loyalty to Superboy in protecting his secret identity, which he discovered by accident. He was given a 30th century coin by Marla, Legion Senior Advisor, that would serve as a pass to the Clubhouse (*Superboy* 98). Ultra Boy went into the past to help Pete maintain his secret (*Superboy* 100) and Pete came to a Legion meeting to help choose a new leader (*Adventure* 323) He also participated in a Legion adventure in his own time period (*Adventure* 370)

SATURN GIRL

Imra Ardeen of Titan, a moon of Saturn
Imra told Superboy in the first Legion story (*Adventure* 247) that "The scientists of Saturn, who are experts in telepathy, taught me how to read minds and also cast my mental commands anywhere!" This explanation was not to be greatly modified in subsequent stories. It later turned out that everyone on Saturn (and Titan, whose inhabitants consider themselves Saturnians)has ESP power, and her ability to cast mental commands was replaced by the ability to *communicate* telepathically
She can even concentrate her power to make animals (and possibly even humans) temporarily telepathic. She cannot read through mind helmets made of Lurium and her effectiveness is reduced the greater the distance she is from the person she is trying to contact.
Another aspect of her power rarely used is the ability to affect select parts of the brain, such as the optical lobes to cause blindness.
Imra came to Earth right after finishing college to go to the Science Police Academy. Saturnians can absorb knowledge in a short time via telepathy so can complete their educations and go to work at a very early age
There is no crime on Saturn or Titan because the rings of the planet cancel out evil tendencies in Saturnians.
When she got to Earth, Imra, Rokk Krinn, and Garth Ranzz stopped an assassination attempt on R.J. Brande. The three founded the Legion of Super-Heroes. She has since vowed not to use her power to pry into the private affairs of the other Legionnaires.
In the first story, she wore a yellow, green, and black outfit Her hair was strawberry blonde. In the second story (*Adventure* 267), her costume was more similar to the later one. Although colored as we now remember it on the cover, in the story the costume was a red-brown and her hair was mousy brown (we were later told it was dyed). She was shown on the cover as being able to break stone with yellow lightning bolts from her eyes, although this trait was never exhibited elsewhere.
She invented Serum XY-4, giving Mon-El temporary immunity to lead (*Adventure* 300). To do this required a great educational background. Indeed, when the Legion Constitution was being framed, she suggested a clause insisting that all members continue their education.
Imra unanimously won the first election for Legion leader (*Adventure* 304) by mentally forcing everyone into voting for her, which was a rare use of her mental control ability. Had she not done this, it is probable that Cosmic Boy would have been elected to a second term. She did it to sacrifice herself as the one Legionnaire predicted to die fighting Zaryan the Conqueror She almost succeeded by suspending the other members,but Lightning Ladwas warned of Imra's plan by Mon-El and died in her stead.
Because of her ability to read minds and a similar ability in Proteans, she was very fond of both Proty I and II. The next time the choosing of a leader came up, Proty II thought up a puzzle that Saturn Girl solved, making her leader for asecond term(*Adventure* 323). Apparently, the Constitution was amended right after this allowing someone to become a leader for only one term. This was later repealed and she ran against Mon-El unsuccessfully (*Superboy* 190) When Brainiac 5 was elected in *Adventure* 337, she became his deputy and took over in his absences.
She first wore a new costume in *Action* 392 She usually wears this, occasionally returning to her old uniform.
She and Lightning Lad were engaged (around *Adventure* 337) and will marry. Both will be active in the adult Legion.
Saturn Girl is probably the least popular girl Legionnaire with male readers, for the same reason "Number One" was so offensive to early Star Trek viewers Both were too cold-hearted, logical, responsible, capable, "unfeminine "

SATURN QUEEN

of Titan
Admitted in *Adventure* 331 by the criminal Dynamo Boy, who had taken over the Legion for that issue. More information under Dynamo Boy and in the following section on the Legion of Super-Villains

SHADOW LASS

Tasmia Malor of Talok VIII
Tasmia and her cousin Grev were affected by a mysterious black gas when they were roaming through an unexplored cave on their home world, Talok VIII. He is known as Shadow Kid. Light weakens the people of this planet, but Tasmia seems to have developed an immunity to this weakness, probably from living so long in the well-lit Legion Clubhouse. Like all members of her race, she can see in the dark. Nevertheless, towns on Talok are not artificially darkened in daylight. The warriors of Talok VIII combine modern science with primitive weapons, proving themselves to be deadly foes. Shady was a guide for members of the Legion who landed on her planet to investigate the cause of a sudden upswing in military activity (*Adventure* 365). It was discovered that the Fatal Five was responsible.
In the next issue, the Five came to Earth, took over the United Planets and destroyed the Clubhouse in a fight with the Legion. She was inducted temporarily to fight the Five when the heroes' power was at a low point The Five were defeated and the temporary appointment was made permanent by a ¾ vote, as is required by the Constitution
After getting over an early crush on Brainiac 5, she and Mon-El fell in love.
She wore a new costume in *Superboy* 183, for that issue only
As the adult Shadow Woman, she will die saving the Science Asteroid. Strangely enough, her skin is not colored blue in a memorial statue to be erected in the HQ in her memory

SHRINKING VIOLET

Salu Digby of Imsk
Everyone on Imsk can shrink to small size There is a special shrinking chemical used to shrink their clothes that also works on people When Vi first applied for membership (*Action* 276) she was rejected She later reapplied and was accepted She also joined the Legion Espionage Squad when that was formed Violet has become an expert on rock formations in order to find cracks and faults in rocks to hide in when she becomes small
When the new Legion headquarters was built (*Adventure* 367), a set of miniature weapons were designed for her to use in capturing crooks. As far as we know they have yet to be touched
"The Legion of Super-Outlaws" was duped by a villain who wanted to destroy the LSH by using these youths from Lallor (*Adventure* 324). One member of the group, Duplicate Boy, could duplicate any super-power He and Shrinking Violet fell in love. As an adult, she will leave the Legion to marry him,

and he will apparantly have also retired. (She becomes Salu Orlul) They will have a daughter and a son, but their powers (if any) are undetermined
Salu is hardly a "shrinking violet" any more, having discarded her plain green and white dress for a dynamic green and black outfit (*Superboy* 193) and let her hair grow

SIZE KID

He was one of three criminals who joined the LSH in *Adventure* 337. Size Lad had the power to make any object larger or smaller See the paragraph on Blackout Boy for details.

STAR BOY

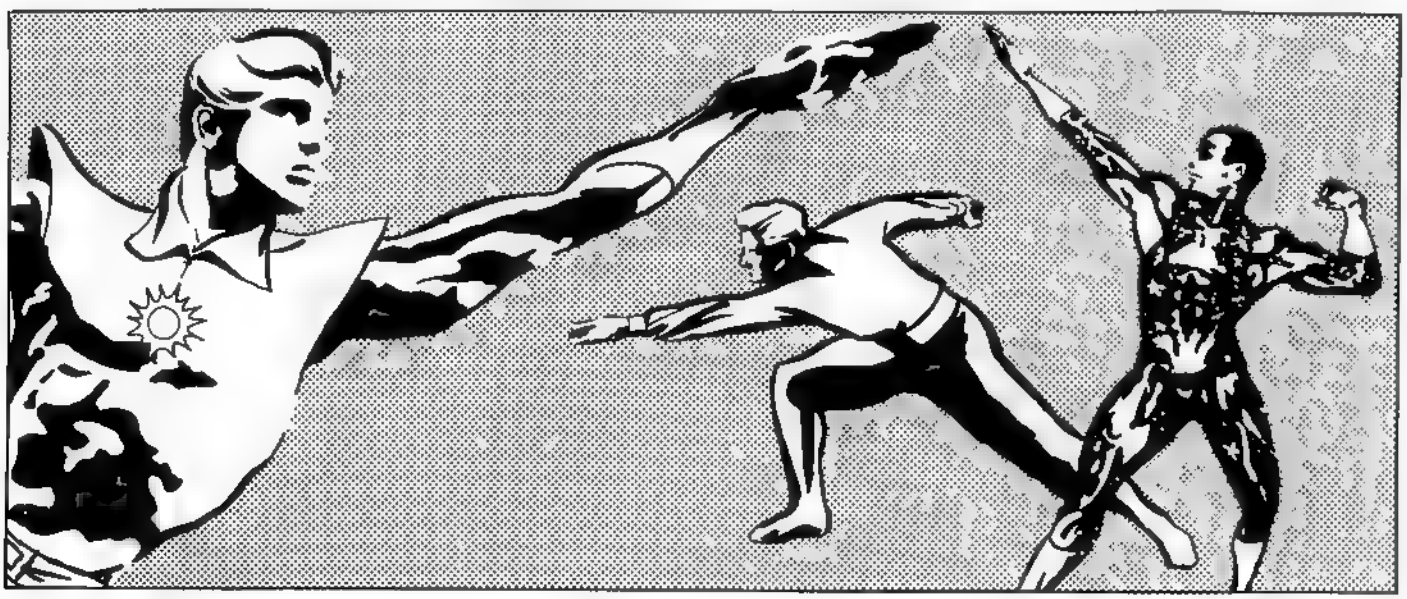
Thom Kallor, born in an orbiting space-observatory of astronomer parents from Xanthu The observatory in which Thom was born picked up starlight for research. This starlight affected him at birth, giving him the power to draw mass from the stars and impose it upon anything, making it super-heavy. He and his parents soon moved back to Xanthu While driving in his parents' spacemobile, he passed through the thin gases of a comet's tail They temporarily gave him powers similar to those of Superboy, with one addition, electrical vision. Also, his X-ray vision could not penetrate copper. He became a hero on that planet and kept his Thom Kallor identity secret (when he joined the Legion his identity was apparently revealed).
Learning Interlac,Thom went to Earth and joined the Legion of Super-Heroes. After one mission (*Adventure* 282) he was put on detached service, on a special mission of major importance to the Legion (never revealed) until *Adventure* 317. By then, or as a result of the mission, the powers he had gained from the comet had worn off and he had only his natural power left. In that story, he met Dream Girl and a romance blossomed.
One morning, Thom shook the hand of Calamity King, a Legion applicant who brought bad luck with him wherever he went. He killed a man that day (*Adventure* 342), which resulted in his expulsion from the Legion. He had gone to visit his parents to see them off from the planet Karak, where they were conducting scientific studies. He found that they had already left and was preparing to do the same when he was approached by a man named Kenz Nuhor. Nuhor had planned to marry Dream Girl on their home world, Naltor, until her love for Star Boy interfered. He therefore planned to murder Thom. Dream Girl arrived in time to watch Thom kill Nuhor in self-defense This was picked up on the Legion Mission Monitor Board and Thom was brought up on court-martial charges. He was expelled and Dream Girl invited him to join the Substitutes, a club of which she was already a member. He agreed.
When Superboy and Supergirl were honorably discharged because of a cloud of Green Kryptonite circling the Earth (*Adventure* 350), they picked their replacements, Sir Prize (Star Boy) and Miss Terious (Dream Girl), two masked characters admitted solely by virtue of their recommendations. They were soon revealed and voted in as regular members.
Yark Althu, brother of Kenz Nuhor, tried to kill Star Boy with the same gun that Thom used to kill Kenz (*Action* 385). He was stopped and captured thanks to the combined efforts of Star Boy, Saturn Girl, and Colossal Boy.
As adults, he and Dream Girl will marry, retire and become astronomers.
Star Boy first wore a new star-studded black uniform in *Superboy* 199.

SUN BOY

Dirk Morgna of Earth
As Dirk revealed his origin (*Adventure* 348), ". Several years ago, my father, Derek Morgna, was in charge of an atomic plant where I worked after school One of the plant's top scientists was Zaxton Regulus. He spent much of his time working on a private project --producing multiplied sun-energy from radioactive gold. One day, Zarl Hendricks and I were sent to deliver some supplies to him. Just as we entered, the equipment exploded! Zarl was killed, but Regulus and I were only slightly injured When my father learned what had happened, he fired Regulus, who blamed the accident on my interruption. He swore he'd get even with me.
"Late one night,before I left the lab, Regulus wreaked his vengeance, using robots for his dirty work. Then he left me to die in the atomic reactor...But instead of killing me, the radioactive rays revitalized me, and turned plain Dirk Morgna into Sun Boy!"
Regulus perfected his sun-gold-energy theory and used it to fight the Legion. He was defeated by Sun Boy but escaped and vowed vengeance on the entire Legion. He returned in *Superboy* 191, but was again defeated. This time he did not escape
When Sun Boy first applied for membership in the Legion (*Action* 276), he was rejected He later reapplied and was accepted. Soon after he joined, a villain disguised as Dirk went to Superboy's time and enlisted the aid of the Boy of Steel in getting a weapon hidden in that time (*Adventure* 290). Superboy caught on when the criminal didn't give him the Legion handshake, so destroyed the weapon. Then he brought the phoney into the future to face justice
When Sun Boy heats up, his whole body turns red and stays hot for a while. He once lost his power (*Adventure* 303) and had to be recharged by intense heat radiating from a living creature. In that story, he was the first Legionnaire to be honored by a statue in Metropolis Stadium. It had to be melted by Sun Boy when it threatened to topple and injure the crowd, but plans were made for it to be rebuilt. These statues were later erected in "The Avenue of Super-Heroes."
Dirk lives in a Metropolis suburb with his father and younger brother He collects sculpture. He claims that he and Lightning Lad are best friends. As an adult, he will stay in the Legion

SUPERBOY

Kal-El of Krypton, Clark Kent of Earth
These paragraphs dealing with Superboy and Supergirl will be limited to their activities in the Legion
The three charter Legionnaires went back in



time to honor Superboy by inviting him to join the LSH as an honorary member, after greeting him in his Clark Kent identity as Superboy several times as a practical joke (*Adventure* 247). He joined them in their time bubble to their time and was told that his initiation test was to beat three of them with his powers in specially selected contests. He failed each contest when diverted in order to prevent various disasters. He didn't mention them and was told he was rejected. As he started to leave, he was called back and told that they created the diversions as part of his initiation test. As Cosmic Boy said, "...It proved you're a ***super-good sport***, taking it all with a smile!" He was given full membership and a "Super-Hero Number One" medal after stopping another disaster by simulating the three powers of the members he contested.

The Legion travelled to the past next (*Adventure* 267) to build an artificial "Superboy Planet" in his honor with the aid of other heroes.

A special lever was installed in the main meeting room to summon Superboy by lighting up Legion statuettes he had. He is under a post-hypnotic suggestion to forget anything about his future life that he learns in the future when he returns to his own time.

Superboy was deputy leader under Invisible Kid.

Both Supergirl and Superboy were honorably discharged when a Green Kryptonite cloud circled the Earth (*Adventure* 350-351). A small Green K capsule was put in their brains and all Legion mementos were removed so they would have no memory of the Legion ("Back in the 20th century, you might inadvertently leave clues to our secret weapons... clues which your enemies could find and use against you!") for two years, the estimated duration of the stay of the cloud. When Color Kid changed the cloud to Blue K, they were immediately reinstated.

The Legion was forced to drop one member when they were told that they would have to pay taxes, as all private clubs with more than 25 members must do according to Earth law, unless they got rid of one member (*Action* 387). Superboy resigned (causing much sorrow, especially for Duo Damsel, who had a crush on him) because he felt he wasn't needed with Mon El around. He was made a Reservist, kissed Duo Damsel, and left. A gold statue carved by Mon-El was erected in the Legion Hall of Heroes dedicated to "The Greatest Hero Ever." He regained full-member status after Duo Damsel and Bouncing Boy left the Legion.

After officially becoming "Superman," he apparently didn't get together with the Legion too often. Generally, the teens visited Superboy's time and the adults visited Superman's time, and vice versa, although there were many stories where this was inexplicably not the case. (I tend to subscribe to the theory postulated by Jay Zilber in ***The Legion Outpost*** 4.)

SUPERGIRL

Kara Zor-El of Krypton, Linda Lee Danvers of Earth

Supergirl was first invited into the Legion in a stunt almost identical to the one the Legionnaires pulled on Superboy, appearing in civilian guise (*Action* 267). When she followed them into the future, they told her that they were the ***children*** of the original Legionnaires, probably so as not to confuse her about time travel. Her initiation test was to perform a more spectacular feat than the other applicants. She dug a trans-Earth rapid transit tunnel but was rejected because she encountered some Red Kryptonite along the way which physically aged her over the 18-year-old limit for joining.

When she was again invited to join (*Action* 276), she uncovered Excalibur, Achilles' helmet, and Richard the Lion-Hearted's shield, all long-buried in the Earth, as her feat. Just as she brought them back, applicant Brainiac 5 put his force field belt around her to protect her from a Green Kryptonite meteor, adjusting it to her body because he had already developed a crush on her. They were both admitted because of these deeds. The belt protected her until it was rendered useless by a rock from a mine that was being blasted. ***Adventure*** 334 featured Supergirl as "The Unknown Legionnaire." On her way back to her own time, she encountered some Red K dust which gave her amnesia and increased her powers. The only thing she could remember was the need to protect her identity. She fashioned a mask and costume of lead (which she could now see through and melt), and followed a slip of paper given her by the Legion. She went to join them in a fight against the Proteans, who were revolting under the leadership of the criminal Dr. Eldor. She called herself "Unknown Boy" and the Proteans erected a statue in "his" honor later on.

She was honorably discharged with Superboy (*Adventure* 350-351) when a Green K cloud hovering over the Earth at that time made it impossible for them to visit. See the above paragraphs on Superboy for details. After turning 21, Supergirl resigned from active membership. The excuse given was the necessity to remain in the 20th century to deal more fully with her own hectic life. She became an honorary member until she resigned completely (***Superboy*** 204) to be able to de-

vote her full time to personal problems. Supergirl had a model of the original Clubhouse that rang when she was needed and bookends shaped like the members that glowed when she was needed

TIMBER WOLF

Brin Londo of Zoon
Brin's father gave him partial super-powers (great strength and acrobatic ability) using a Zuunium ray. This element is rare and found only in the deep caves of Zoon, and was procured by the android Karth Arn. Arn resented Dr. Mar Londo giving the power to Brin
When Dr. Londo died, Arn gave Brin amnesia and convinced him that Brin was Karth Arn, the android, and that Arn was Dr. Londo's son
The Legionnaires met the "android" when he stopped an animal riot at a circus (*Adventure* 327). Light Lass, smitten with him, invited him to join the Legion, but he refused, saying he was a "Lone Wolf." When he found out his true identity, he was again invited to join by Light Lass, but said he would join later, under a different name, as he needed time to adjust to his new-found memory and humanity
He was next seen as a trainee named Timber Wolf used in a mission (*Adventure* 372). After completing the unusual mission (trainees are rarely used), he and Chemical King, another trainee participating in the same mission, were immediately made Legionnaires by receiving their diplomae from the Legion Academy.
For six months recently, the Legion thought Wolf had died. (Oddly enough, no tributes seem to have been made in his memory except for a Valor-Star award given posthumously by the President of Earth. When he was discovered alive, he was again given the medal.) He was on a mission with Superboy on Asteroid X52 when it exploded. He was reported killed, but was really projected into another dimension by the villainous Tyr, who blew up the asteroid himself to get Wolf. Brin was then hypnotized and returned to normal. If not for Saturn Girl's intervention (*Superboy* 197), Tyr would have succeeded in blowing up the Legion HQ and the members themselves thanks to Brin's unwilling help. He was restored to normal when a blast from Tyr's gun-hand grazed him
As an adult, Brin will remain active in the LSH, although his wife, Ayla Ranzz Londo, will retire and raise their family, Loni, a girl, and Brin and Bran, twin boys. None of the children will have their parents' powers.

ULTRA BOY

Jo Nah of Rimbor
Travelling through space, an energy beast swallowed Jo's vehicle. A Galactic Patrol Cruiser freed him, but not before radiation from the energy beast gave him powers similar to Superboy's, including Penetra-vision, effective through lead. However, he could use only one Ultra-power at a time.
He went to Earth and applied for membership in the Legion. His initiation test was to discover Superboy's secret identity by going into the past and using only his vision powers. (*Superboy* 98) Apparantly this knowledge was blocked out of his memory, as it is common knowledge in the Legion's time. He was accompanied by Marla, Legion Senior Advisor. Ultra Boy succeeded in finding Superboy's identity, and in the process became friendly with Pete Ross.
As a ruse to capture alien criminals, Jo was expelled from the Legion (*Adventure* 314). The Legion saw falsified criminal records and he didn't deny them. When the plot was revealed and the Legion became aware that the documents were phoney, he was reinstated immediately. Throughout all this, Phantom Girl fell in love with him and remained loyal. As adults, they will marry
He will become a Legion Reservist and Quadrant Director of the Science Police. She will retire, apparantly after giving birth to a boy named Ronn and a girl named Arna.
Jo was Legion leader twice, first with Mon-El as his deputy
His parents, Crav and Mytra, still live on Rimbor.

ROND VIDAR

of Earth
The Legion first met Rond at a Student Science Fair, when he entered his "Time Cube" invention (*Adventure* 349). He later improved on it and also helped the Legion defeat his father, Universo. He has his father's immunity to hypnotism. He again saved the Legion from his father (*Adventure* 360) for which he was made an honorary member

WHITE WITCH

of Naltor
White Witch is Dream Girl's sister. (Although her real name is not known, we do know that her last name is *not* the same as Dream Girl's. This Earth custom is not followed on Naltor.)
She has magic abilities and first met the Legion when they were battling Evillo (*Adventure* 351), and as an adult will join the Legion, possibly to replace her sister

WILDFIRE

Drake Burroughs of Earth
Working as part of a team on a new form of propulsion, Burroughs, an astro-physicist, was involved in an accident in which the safety valve of a ship snapped. He was exposed to a lethal blast of anti-matter energy coming from the rocket, but did not die. His body was transformed into anti-energy, which had to be contained. He was put into a cylinder until a special uniform was created for him. It held in the anti-energy, and allowed Drake to let small portions of the energy (or all of it) escape at will. It also provided him with artificial sight and hearing far superior to natural abilities. He can absorb energy to increase his power. In his energy form he can enter bodies and control them (a la Deadman). This is prevented by the wearing of flight rings or a force-field powered by Element 152. His anti-energy can be used to various ends, all of which have not yet been discovered. He called himself an "Energy Release Generator" the first time he met the Legion, hence ERG-1
He displayed various abilities to the Legionnaires (*Superboy* 195), but was rejected when it was thought he could only duplicate powers of existing Legionnaires. He could not tell them his special power, but used it later to save the Legion and prove his worth: He expended all his energy until all that remained was his uniform. He was made an honorary member "posthumously."
It was later revealed that he had not been killed, but that his life-essence had been scattered through the universe. Finally able to regroup himself, he was an amorphous, invisible cloud until entering his uniform, which gives him form and substance. He became a full member and changed his name to Wildfire. He is one of the few orphans in the Legion

LEGION ALLIES

DEV-EM

A teenager on Krypton, Dev-Em and his parents escaped that planet's destruction and travelled in space in suspended animation. Arriving on Earth, he proved to be a deadly foe of Superboy. After what he thought would be the ultimate humiliation of the Boy of Steel, Dev-Em flew into the future with his parents, who were still in suspended animation.

In the Legion's time, Dev-Em reformed, and helped the Inter-Stellar Counter-Intelligence Corps fight Morlock the Merciless in *Adventure* 320. The ICC used a Psychotron to be sure that he had indeed reformed. After defeating the villain, Dev-Em was invited into the Legion, but turned down the offer, hoping to join the ICC.

THE LEGION OF SUBSTITUTE HEROES

As introduced in *Adventure* 306, the Legion of Substitute Heroes was a group composed completely of Legion rejects. They were Polar Boy, Night Girl, Stone Boy, Fire Lad, and Chlorophyll Kid.

Night Girl and Polar Boy met on the Avenue of Super-Heroes after having been rejected from the Legion proper. Polar Boy suggested they form their own legion, "...not to compete with the super-heroes, but to act as a *substitute* Legion if we're ever needed..." Night Girl agreed and found other rejects.

The group of teenagers met on the outskirts of Metropolis that night, and took the following pledge: "I take oath that the super-power I am now using will be used only for the good of all peoples of Earth and the *universe*!...and that I will always try to help the Legion of Super-Heroes in their great deeds!"

They built a series of three tunnels in a rocky mountain for their clubhouse, one larger than the rest, to be used for their soon-to-be-built spaceship. They felt very insecure because of their rejections until defeating a menace of invading plant-creatures that was unknown to the regular Legion, still keeping their existence a secret from the Legion.

In *Adventure* 311, the Substitutes told what they thought was the Legion of their existence, but that group was in reality a group of aliens in disguise.

The Subs finally achieved recognition in *Adventure* 319. Touched by the Subs' devotion, the LSH agreed to make one a full-fledged Legionnaire. Tests were given with the aim of allowing in the Substitute who had scored the highest. Each member was given a specially-designed problem, and all solved his or hers with the exception of Stone Boy. His assignment was to capture a wild animal, but when it endangered a nearby village, he was forced to abandon his assignment and ask Saturn Girl for help. Ironically, he won by virtue of his sacrifice to save human lives. In any case, he refused to join because he didn't want to leave the Substitutes. And, as Superboy said, "Your Legion is a fine organization...and your loyalty to it gives you an even *higher* score! Farewell!"

The Substitutes achieved worlds-wide fame by saving the Legion from death and defeating a traffic-stopping menace in *Adventure* 319. At this time, they became Reservists (as the Legion Constitution was amended). They joined the Legion in constructing a generator designed to halt the Time Trapper in *Adventure* 322.

Color Kid later joined the Subs, and Dream Girl and Star Boy were members for a while when both were out of the regular Legion. When the teenagers become adults, the Subs will disband and the two groups will merge.

CHLOROPHYLL KID: Ral Benem of Mardru
As a child, Ral fell into a vat of powerful plant-growing solution in a hydroponic garden. Nobody knew what to expect, as this had never happened before. What did result was Ral's ability to make any plant grow super-fast and to abnormal sizes. He carries various seeds in his belt.

COLOR KID: Ulu Vakk of Lupra
Introduced as a Legion applicant in *Adventure* 342, Color Kid could change the color of anything or anybody, as a result of being struck by a multi-colored light from another dimension while assisting on an experiment. He was rejected with the recommendation that he join the Substitutes. He did so by issue 351, when he used his power to change a giant Green Kryptonite cloud surrounding the Earth into Blue K. As the adult Color King, he joins the LSH when the two groups merge.

DREAM GIRL: Nura Nal of Naltor
For extensive information on the character, see her bio in the LSH section. Her short stay in the Substitute Legion is also chronicled there.

FIRE LAD: Staq Mavlen of Shwar
When a meteor crashed in front of Staq, it gave off strange, fiery vapors which he inhaled. This gave him the power to breathe fire at will. His fire breath could set anything combustible ablaze. He was rejected from the Legion because the power was considered too dangerous.

NIGHT GIRL: Lydda Jath of Kathoon
Thanks to a vitalizing ray invented by her father on Kathoon (which is in constant darkness), Lydda developed superstrength in the absence of sunlight. This strength was such that it could only be topped by the power of Superboy or Mon-El. Her powers *were* functional in artificial light, and neither stars (because of their distance) nor reflected sunlight affect her. These facts lead to the supposition that it is not the light that robs her of her powers, but rather some other property of the sun that is not exhibited in these means of lighting, by virtue of their character or distance. Perhaps it is ultraviolet light, which is not present in most artificial light and is minimal in moon- or starlight. If such is the case, her strength should vary at different times of the year, depending upon Earth's distance from the sun.

Lydda tried to join the Legion to be near Cosmic Boy, with whom she was infatuated. Failing that, she collected Cosmic Boy mementos and finally married him, retiring from active duty.

POLAR BOY: Brek Bannin of Tharr
Of all the members of the Substitutes, Polar Boy is the only one who did not have a specially designed costume. All people with his power, such as his parents, on Tharr, wear that costume. These people, not the entire populace, have developed this power because they live on the hottest desert of the hot planet.

Although the youngest member of either Legion, Brek led the Substitutes and was that group's founder. He will join the regular Legion when the two groups merge.

STAR BOY: Thom Kallor of Xanthu
For extensive information on this character, as well as a description of his short stay in the Substitute Legion, see his bio in the LSH section.

STONE BOY: Dag Wentim of Zwen
Rejected from the Legion because his power "would accomplish nothing positive," Dag could change himself to solid stone. Zwen rotates so slowly that nights there are the length of half an Earth year. The inhabitants evolved the power to turn into stone, a type of suspended animation during these nights. He developed the power to stay conscious and even to speak as stone. As mentioned above, Stone Boy was invited into the LSH, but refused.

THE LEGION OF "SUPER-OUTLAWS"

An accidental atomic explosion by scientists on Lallor affected the parents of these heroes, who lived near the explosion. The heroes were born around the same time, and each had a different power. The dictator of Lallor exiled them, and Dr. Marden King deceived them into fighting the Legion, leading them to believe the LSH was composed of criminals. After the Legion cleared everything up, they were returned to Lallor, where the dictatorial Prime Minister had been deposed, and they became the planet's champions.

BEAST BOY "has the power to transform himself into any animal he wishes." This power later caused him to become a social outcast, causing fear in the citizens. As Evolvo Lad explained in *Adventure* 339, "Months ago, he left our world...He had become brooding, anti-social, bitter toward all humans. Like the rest of us, *Beast Boy* wanted only to use his super-

power to help people! But the nature of that power caused people to *shun* him!" Embittered, he went to Vorn, and led the animals there to drive all humans off the planet. He died a hero, saving a little girl from an escaped animal

DUPLICATE BOY, Qued Orlu, " can *duplicate exactly* the super-power of anyone else!" After meeting Shrinking Violet, the two fell in love and are destined to marry.

EVOLVO LAD "has the power of going backward or forward in evolution," giving him the capacity to become a primitive primate or an advanced,super-intell gent man of the future

GAS GIRL "can change herself into any kind of *gas* she wishes!"

LIFE LASS "can transform any inanimate object into a living thing by willing it!"

THE LEGION OF SUPER-PETS

The pets were united in *Adventure* 293 to fight aliens who had seized mental control of the Legion but had no affect on the minds of the pets. After defeating the brains, Saturn Girl told the group (via telepathy), which then consisted of Krypto, Streaky, Comet, and Beppo, "We officially name you 'The Legion of Super-Pets'...an animal branch of our *super club*!"

Proty II joined the Pets In *Adventure* 322 after passing an initiation test from each member. When the pets meet, Saturn Girl makes them temporarily telepathic, so they can communicate.

BEPPO (Super-Monkey)· Born on Krypton, he arrived on Earth in a Kryptonian experimental capsule in Superbaby's time. Shortly after, he became a wanderer in space and time until the formation of the Super-Pets.

COMET (Super-Horse): Biron, a centaur from ancient Earth, was accidentally changed into a horse by Circe. To make up for this, she gave him super-powers. He became Supergirl's pet, kept hidden on Asteroid Z. He turns human when within sight of a comet.

KRYPTO (Super-Dog). Kal-El's pet on Krypton, he, like Beppo, came to Earth in an experimental capsule. The dog and boy were reunited and during his visits to Earth Krypto stays by his master's side.

PROTY II: Proty II is a Protean from Antares. Originally, the Protean race looked like globes with eyes. A scientific humanoid race landed on their planet and adopted them as pets. When a passing star altered the orbit of the planet, the whole climate changed and became too hot and dry for the humanoids to live there. Using an evolution beam, they changed the globes to be able to adapt to different climates (flood, ice, etc.) which followed The ray gave them the ability to "change shape at will, to any form, and get bigger if they wish, by drawing free atoms from the air!" Proteans are telepathic and protoplasmic and do not have to breathe. They can change into human form and simulate speech by moving their lips and telepathing their words.

Proty I should be mentioned here. He was found by Chameleon Boy on the Thieves' Planet in *Adventure* 308 and became Reep's pet, also growing very close to Saturn Girl. He sacrificed himself so Lightning Lad could live. Chameleon Boy got Proty II in *Adventure* 314 to replace his pet. Both were extremely small proteans, possibly youths.

STREAKY (Super-Cat)· A normal cat and pet of Linda Lee, Streaky came into contact with specially-treated X-Kryptonite that Supergirl was experimenting with. This gave him temporary super-powers. He lost his power when the X-Kryptonite was changed to lead along with all other Kryptonite on Earth. He has a descendant in the 30th Century called Whizzy, who looks just like him.

THE WANDERERS

Another law-enforcement group from a distant section of the universe, they vowed eternal friendship with the Legion.

CELEBRAND leads the Wanderers.

DARTALG uses darts and a "deadly blow gun", He has a variety of darts.

ELVO is a master swordsman, with a supercharged sword that gives off energy when swung.

IMMORTO can't die. When "killed," he is instantly rejuvinated. He has deadly speed and infallible aim.

ORNITHO has wings and can change to any bird form.

PSYCHE can control the emotions of others.

QUANTUM QUEEN can convert her body into any type of quantum (elemental unit of energy) radiation, such as laser power

LEGION ENEMIES

COMPUTO

A giant robot created by Brainiac 5, it turned on its creator and catured him to gain all his knowledge. Soon it was capable of independent thought and was well on its way to a world takeover. In the course of this coup it captured many Legionnaires and destroyed one of Triplicate Girl's bodies. It was finally destroyed by Brainiac 5 with the aid of an Anti-Matter Machine he found in the Batcave.

THE FATAL FIVE

Five of the universe's most dangerous villains were brought to one spot to unite with the Legion to fight the Sun-Eater. Tharok put Validus under his mental command, and the five villains joined to form the Fatal Five.

EMERALD EMPRESS: Sarya of Bengar, the most wanted female criminal in the history of the universe. She found the Emerald Eye of Ekron, the last remnant of a long-dead civilization and learned to control its almost unlimited power. Green Kryptonite is known to affect the eye. When it is destroyed it can reform, which probably explains its presence after all other wonders of the Ekron civilization were lost or destroyed. She seized power on her home planet, and became the Emerald Empress, but her tyranny caused a rebellion and she was forced to flee.

MANO. With a touch of a glowing disc on his right hand, he can annihilate anything. He is the last survivor of Angtu, a dark world, and his power, a mutation, caused him to be shunned. He used the power in his hand to destroy his home planet and its inhabitants. His helmet contains a breathable atmosphere for him, as the Terran air does not contain necessary elements for his survival.

PERSUADER· Described as "the highest paid killer and strongarm gangland enforcer in the galaxy...also Number One on the Science Police list of wanted extortionists," the Persuader has an atomic axe that, using nuclear emissions, can slice through anything, even energy.

THAROK: "Half human, half robot, second to none when it comes to inventing weapons and machines for crime! The linkage of half a human brain to half a robot brain gave Tharok a mentality beyond measure and increased his lust for evil!" He was originally a small-time crook who was stealing a nuclear device. When the police on Zadron tried to stop him, their guns activated the bomb, and his left side was atomized. The Zadronians used their advanced science to create a robot half for his body. It was done quickly, so was crude and ugly. Tharok vowed revenge on all lawmen. When the villains united, he became their leader. In a recent battle with the Legion, part of his robot half was destroyed, and since then he has been a less dangerous foe. His robot half requires constant emergency electro-surgery to prevent it from breaking down. The Legion kept some of his brain components in their HQ until they proved capable of independant action.

VALIDUS: Exactly what he is and where he came from is even today a complete mystery, but Validus is the most powerful of the group. His strength is known and feared throughout the universe, being indeterminate, and the pure energy of his brain radiates mental lightning about his head. He is not truly evil, but is subject to sudden seizures of madness and so is extremely dangerous.

THE LEGION OF SUPER-VILLAINS

Tarik the Mute, a villain in the time of the teen Legion, set up a school for training criminals which would be the base of the LSV Students included Legion expellees (Nemesis Kid) and rejects (Spider Girl, Radiation Roy, Ronn Karr). The Legion broke up the school, but it later reformed and continued clandestine operations. Six teens comprised the original LSV: Chameleon Chief, Lightning Lord, Nemesis Kid, Radiation Roy, Spider Girl, and Sun Emperor. The group continued to battle the LSH in the time of the adult Legion. It consisted of three members when the two adult groups first clashed Cosmic King, Lightning Lord, and Saturn Queen. In various times there were other members, but with a group of this nature, members are constantly captured or imprisoned and new ones must be recruited. After continued defeats by the adult Legion, the LSV apparantly decided to try to best the teen LSH and change the future. They appeared in *Adventure* 330-331, in a time ship in the time of the teen Legion. They aided and later turned against Vorm, virtually disbanding the LSH. The LSV was captured permanently, it seems, before the group even got off the ground . their time ship far in the future. We don't know what time they had come from, but we can assume that it was after their final fight with the adult LSH, since they could not get back to their own time. When the group was introduced, it was with a cover similar in design and color (even the costumes) to the LSH intro in *Adventure* 247, *Superman* 147

BEAUTY BLAZE: Recruited in *Adventure* 355, seemingly as a replacement for Sun Emperor, Beauty Blaze had heat power.

CHAMELEON CHIEF: A member of the original LSV, it seems he was imprisoned soon after, appearing as an adult only once, in *Jimmy Olsen* 63. Not being from Durla, he had no antennae, which are integral parts of the Durlan's chameleon ability. He also had the power to change the shape of other objects.

COSMIC KING: As he explained it in *Superman* 147, "I was an alchemist on the planet Venus, seeking to discover a ray which would change any object's atomic structure." He stumbled into the path of the ray and gained the power of transmutation by shooting similar rays from his eyes. He was ostracized from Venusian society, as transmutation was considered evil. It appears he came to Earth and joined the LSV just as that group was coming out of hiding.

ECHO: A master of sound, he joined the LSV at the same time as Beauty Blaze.

LIGHTNING LORD: The brother of Lightning Lad, he got his power with his brother and sister. (Details in bios of the latter two.) He decided to use his power for crime and was in the initial School for Super-Villains and LSV. He was defeated in his first crime (*Superboy* 172) while a teen by Lightning Lad, Light Lass, and Timber Wolf by being short-circuited and was turned over to the authorities. This turned his red hair white.

NEMESIS KID: A former Legionnaire (See his bio in the LSH section), he was in the original School and LSV.

RADIATION ROY: Unlike many LSH rejects who joined the Subs, Royenrolled in the School for Super-Villains and was in the original LSV. He could paralyze enemies with energy charges and create unbreakable energy bubbles.

SATURN QUEEN: As she introduced herself in *Superman* 147, "I'm from the planet Saturn, where there has been no crime at all for *centuries*...and where *everyone* can perform amazing mental feats! One day, when I traveled to Earth, I felt a sudden desire to outwit the law with my power of super-hypnotism." At the end of that encounter, it was discovered that radiation from Saturn's rings cancelled criminal tendencies in Saturnians, so she was given a stone from the rings. Either it was lost or removed by her cohorts, for by the LSV's next appearance, she was again a criminal

SPIDER GIRL: Another Legion reject in the School for Super-Villains, she joined the original LSV. Her hair could move by command and she could use it to capture foes in an ever-tightening web.

SUN EMPEROR: A member of the original LSV, as an adult he appeared only in one story, in *Jimmy Olsen* 63. He must have been captured after this. He had the same power as Sun Boy.

LEX LUTHOR

Luthor first became aware of the LSH when Lightning Lad saved Superboy from one of Luthor's traps (*Superboy* 86). He vowed to get help from a Legion of Super-Villains at some later date. Before he was to fulfill this desire, he tried to destroy the Legion himself twice. The first time, he built a robot of himself as an adult (*Adventure* 300) and sent it to the future, but it was defeated by Mon-El. Next, he himself went into the future (*Adventure* 325), and pretended to be himself before he turned evil. The deception was spotted, and he was again frustrated in his desire to destroy the Super-Heroes. As an adult, he helped the LSV trap Superman, but the adult Legion again frustrated his plans.

MORDRU

The master of Zerox, a sorcerers' planet, Mordru declared war on the Universe. His powers as a master magician with ultimate mystic power almost gave him his victory until the Legion imprisoned him in an airless steel vault. He escaped when some air got into his tomb, and almost defeated the Legion. All his magicks are neutralized and he is rendered harmless when buried or cut off from air, and the Legion has used this knowledge to defeat Mordru several times.

DR. REGULUS

Zaxton Regulus, the man responsible for giving Sun Boy his powers (see the Sun Boy bio for details), has proven to be a worthy foe of the Legion many times. He has experimented with solar energy and gold, and twice has come close to defeating the Legion single-handed

TIME TRAPPER

One of the Legion's first foes, he was also one of the deadliest. The Legion first became aware of him when his Iron Curtain of Time prevented them from going into the future. One of the few people at that time who knew time travel's secrets, he showed how deadly that knowledge could be. After many attempts by Superboy, Mon-El, Ultra Boy, and the Time Bubble (vis. *Adventure* 314, 317, 321), the Time Trapper personally fought the Legion for the first time in *Adventure* 321, disguised as a Commissioner of the Science Police.

The Trapper trapped Superman in the future in *Action* 385, and he also fought the future Green Lantern corps. It has been conjectured that, posing as the "Time Master," he fought Wonder Woman in *Wonder Woman* 101 (reprinted in *Wonder Woman* 217)

His final confrontation with the Legion was in *Adventure* 338. He invented an hourglass that emitted devolutionary rays which caused people to revert to protoplasmic slime. He failed in this attempt, however, and was trapped on a planet where he would devolve, imprisoned by a by a barrier of his own making.

UNIVERSO

Introduced in *Adventure* 349, Argus Oranx III used his power of hypnosis to mesmerize the LSH and used a time bubble to go into the past to destroy them. He was defeated, but returned to masquerade as President Boltax of Earth, planning to control the Earth by hypnotizing everyone through infected water.

The Legion,which he had outlawed, defeated him with the help of his son Rond Vidar.

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featuring UNIVERSO, THE UNWANTED.. as "The JOCUS LEGIONNAIRE!"
YOU SHALL LET ME JOIN THE LEGION! YOU HAVE NO CHOICE...SAY I'T LEGIONNAIRES!
WE ACCEPT YOU UNIVERSO! YOU ARE NOW ONE OF US!

THIRTIETH CENTURY EARTH

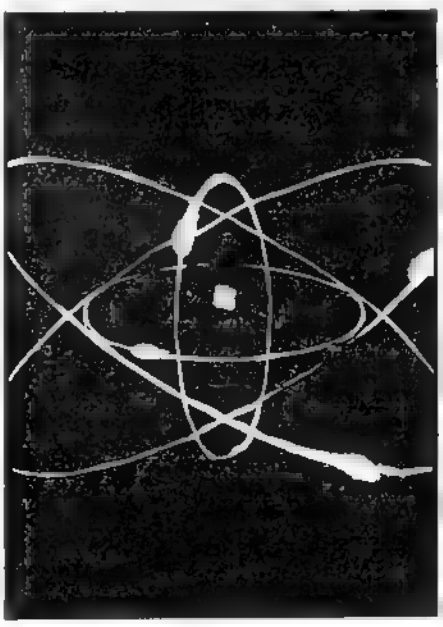
Earth, unlike other planets, has one united government,headed by a President situated in Metropolis. Interlac is an interstellar language, but English is sometimes used. Earth is a member of the United Planets, which seems to be composed of planets inhabited by Terrans or friends of Earth. The UP's symbol is the Eaglox bird. Legionnaires are honorary citizens of each member planet. The UP was involved in a conflict with the Domination, another confederation of worlds. The Universal Weapons Control Panel controls every defensive weapon on every planet in the UP. Three keys are required for its activation, the Legion holds one as does Earth's President,and the final one is in the Pentagon.

There are many related police forces on Earth. Metro-Police are Metropolis' local constabulary. World-Wide Police are responsible for the entire planet. The Science Police appear to have jurisdiction over our entire star system. The SPuses science to a degreenever before attempted. Interplanetary crimes are their main concern. Legionnaires are SP deputies, allowing them to make arrests. Sensor autodogs are used to hunt down criminals. An interrogater device is used to read minds. Their Super-Rogues Gallery Computer is vast. The Galactic Patrol (obviously enough) patrols the galaxy. When someone is brought up on trial before the UP High Criminal Tribunal, rulings are given down by Computo-juries.

Earth is not without its problems. Although pollution is being taken care of (a sea-station purifies the ocean by converting wastes into raw power), overpopulation is still a problem, as are slums in the cities. Metropolis' sewage system dates back to the Twentieth Century. These problems have apparantly been made worse by all the labor saving devices which give people more free time. Production of anything has been made easier by a new Duplazor, which makes perfect copies. Food, imported from all planets, is computo-synthesized. Only rarely is it man-made. Androids are manufactured to serve various functions and robots are used for heavy labor. To write, one can use an Encephalo-typer, which types directly from brain waves, or a dupli-writing stylus, which is used to make multiple copies. Cosmetics are even applied by computer.

With all this spare time, leisure activities are essential to Thirtieth Centuryman. Films are available in Sky Drive-Ins, Senso-theatres, which stimulate all senses, 3D films, or Time Cinema, which screens past events. TV stations such as SL-TV produce 3D images. Space TV transmits all over the galaxy instantly. Fads in dancing, such as the Shurg from Janda, come and go. Games like Spaceopoly (3D Monopoly), 3D Chess, Mind-Engineer (a mental erector set), and Compiter-War are popular. Sporting events such as Robot Gladiator Tournaments and Kangobronc races have replaced such outlawed sports as boxing. The Metropolis Stadium/Arena has various charity shows by the Legion, including introduction of new members. A series of Legion statues was planned for the Stadium, but when the first one was destroyed, the project was discarded in favor of the Legion Park and the Avenue of Super-Heroes, both with giant statues of Legionnaires. Amusement Parks like Galaxyland and Metro Amusement Park flourish, as do interplanetary zoos and Metropolis Extra-terrestrial Botanical Gardens (Since necro-crystals have generally replaced flowers, this is a pretty popular sight). Interplanetary Fairs have replaced World's Fairs.Museums like the Museum of Forbidden Weapons (with the Phantom Zone Projector) and the Astro Museum, with wonders from all over space, never fail to be crowded. Superboy's home has been preserved as a historical site in Smallville. Doom Crater, in an extinct volcano, was built by alien space-explorers. On its top, they put a marble block with the Cosmic Eye, which they believed would ward off evil. Smallville is a relatively small city, but in our time would be considered a huge metropolis. South Pole City is heated by a giant cosmic lamp atop a giant tower. Ice City has been carved out of an Antarctic Ice cap. Buena Suerte is a city built in a volcano crater. And if these sites aren't enough, you can visit the Seven Wonders of Thirtieth Century Earth. Sun City (a domed city on tracks that follows the sun and so constantly gets sunlight), the Stratosphere Lab, where experiments are conducted in the upper atmosphere, the Global Tunnel, which goes through the Earth for scientists to examine the planet, the Giant Hall of Fame, carved from stone in the Himilayas, the Reversed Waterfalls, a desalinization plant, the Great Wind Control Center, which controls wind currents and weather, and the Fusion Powersphere, which provides nuclear energy for the whole world.

Transit offers wide options to get to any of these places. Public monorails are available. Sky-cars or plastic-paved roads at various heights provide quick transportation. Commuting through the Earth is possible thanks to Supergirl. And if you want to get off the planet, the Metropolis Spaceport is the place for you. Interspace liners either land or send



shuttlecraft down. Experimental warp ships are being tested to get you to your destination faster. You can even travel through time with the new Multiple Time-Cube. Parents' Day, a combination of Mother's Day and Father's Day, is a favorite time for people to travel.

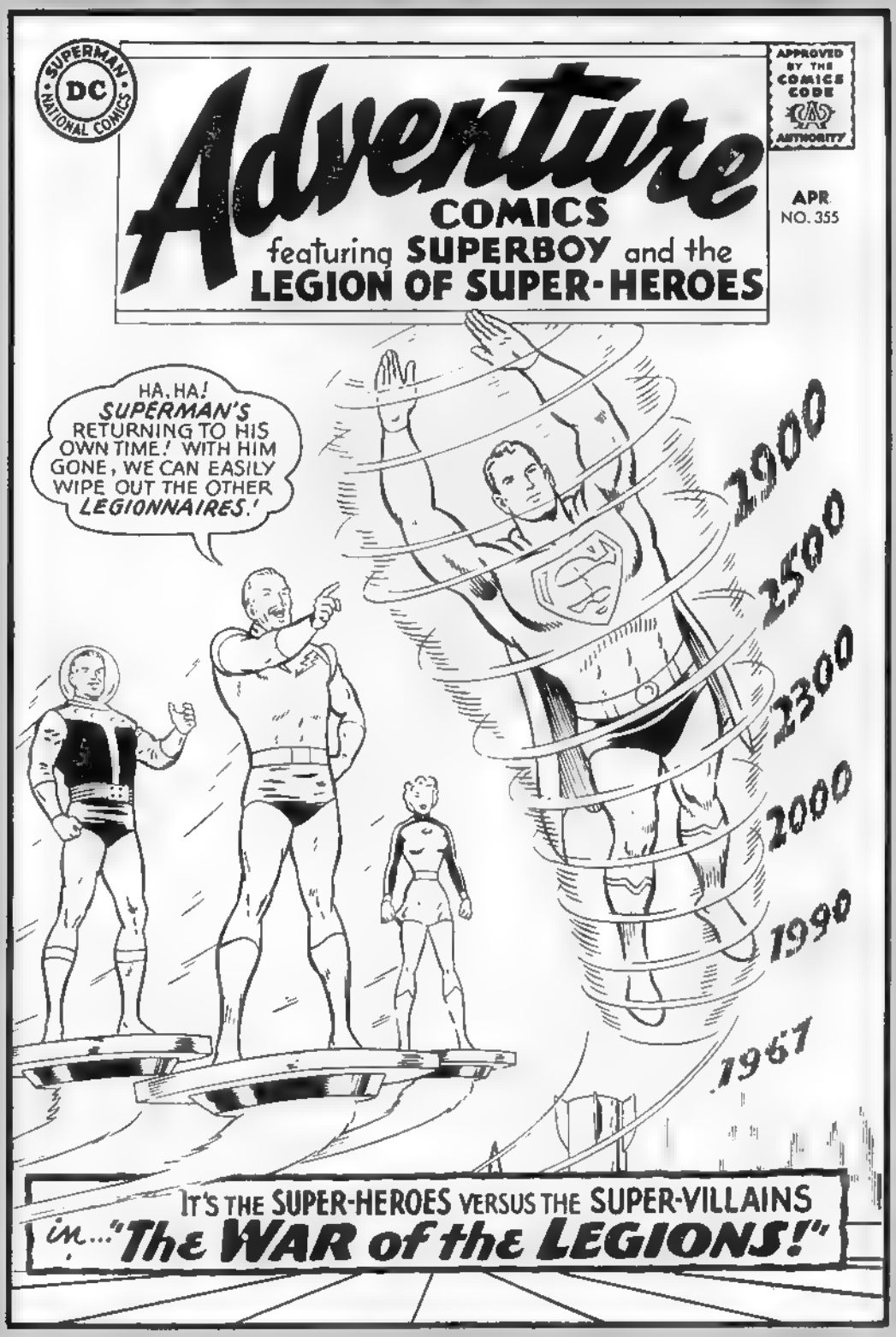
Local mail (on Earth) is sent through compressed air tubes. Interplanetary mail is handled by a federal Post Satellite orbiting the Earth. Packages are teleported to local stations. The Legion has its own reassembling machine in the Clubhouse.

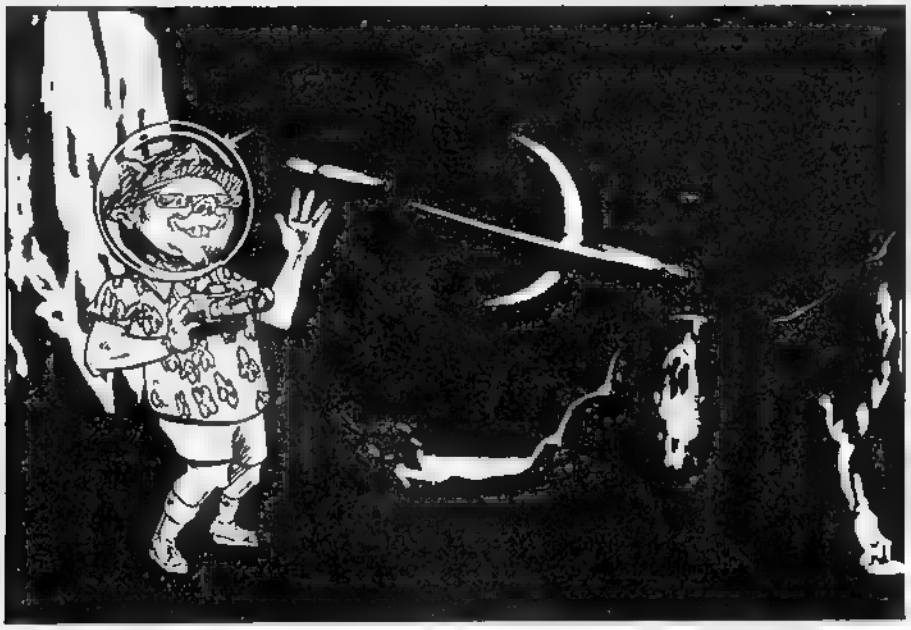
News is available instantly in papers via Computo-News. Much learning is done during sleep, but the Metro-Heights Educational Center and other experimental schools teach to conscious pupils. Although most historical records of the past were destroyed in an atomic war which mutated plant life in remaining jungles of Africa (World War VI was a war waged by computers in 2783 that nearly ended life on Earth. Weapons such as an Anti-Matter Fusion Gun, which can even affect Superboy, were lost after that war), recent breakthroughs in time travel and observation have made many things known. Despite all these advances, superstitions have remained. For example, it is bad luck to turn the planet hands of the Planet Clock back. It is also bad luck to take a first step on a planet with the left foot. For various purposes, time is measured in standards we used in the 20th century or periods such as the Sola, which is a little more than a year, perhaps a Martian year. Birthdays are celebrated by these times.

Science and space exploration have made many new elements and minerals known to man. Element Sigellian, a blue substance, works on Terrans much in the same way Kryptonite affects Kryptonians. Energite is the Universe's most valuable mineral. Other rare, expensive minerals are Universium, which is extremely hard, Zuunium, found only on Zoon, which gives super-powers, and Amalgonite, which requires 100,000 tons of ore for each gram. Rakurga is the deadliest poison in the universe, for which no antidote has yet been found. Magnozite, a purple glossy substance, is composed of the most poisonousmetals in the galaxy. Inertron protects against any force, even nuclear explosion. Neutronium is the heaviest element in the universe. And Duralim has the greatest attraction for lightning. Medical breakthroughs include Martian surgery, the fourth-dimsensional insertion of a curative capsule, the discovery of the Vurxa weed, which grows in the Sahara, and Green Kryptonite, both of which have amazing curative powers, the Healing Urn, kept in the Museum of Medical Wonders, which radiates energy that can cure almost any illness, Rejuvium, which de-ages (discovered by Thomas Keene and given to the UP), and if you have broken bones, they can be mended in days by a Plasto Body Cast at your Medico-Center. Simple Rigel Fever is a prevalent illness, similar to today's flu and the Pain Plague (which is not fatal itself, but brings death from the pain) is still a problem.

Energy is provided by many methods. Nuclear, conversion of wastes, and solar power are used. Anti-matter is a new field being looked into as a possible source of power.

LIVING IN THE THIRTIETH CENTURY





TIME TRAVEL

Time travel was just beginning to be developed in the time of the Legion. Soon after the group's formation, they had a time bubble, powered by an electrical element. This was the only time-travelling device known at that time. Until *Adventure* 314, there was only one bubble. At that time another was built to catch a criminal who had stolen the first. The secret of time travel was kept under guard by the Legion. Nevertheless, the Time Trapper soon after developed the same or a similar time-travel device.

As time moved on, a Chrono-Research Lab was started, the only organization besides the Legion with the secret of time travel until the introduction and subsequent popularization of the Time Cube.

Invented by student Rond Vidar at the Students' Science Fair (*Adventure* 349), the time cube projects its contents through time, distinguishing it from the bubble, which itself travels through time. The cube's prototype had several restrictions. The contents had to be in the same space projected to be returned, and not be gone for more than 24 hours.

Several years after the invention of the cube, which was quickly adopted, modified, and used by the Legion more often than the bubbles (a retro-activator was designed to activate the cube from the past, returning the time traveller to his own time.) a Multiple Time-Cube was made available as a commercial time-travel service, probably designed by Vidar in conjunction with the Chrono-Research Lab.

Jay Zilber's excellent article in *The Legion Outpost* 4 clears up many inconsistencies in the subject.

Time travel and sending things through time have become commonplace in the adult Legion's time, probably because of the Time Cube, which could have been the first economically feasible time device.

A time-bridger was another means of time travel available. Technology advanced to include a Trans-Time Radio and a Time Sorter "a fantastic device that can upset the balance of the entire space-time continuum...In other words, it can *change history*!" (*Superboy* 198) We must assume that this device was kept under scrupulous guard.

EXTRA-TERRESTRIAL BODIES OF THE 30th CENTURY

Welcome to the Thirtieth Century! As tourists from the past, we know that you know little, if anything, of the various spots around the Universe that you shouldn't miss on your visit here. We have prepared a list of many planets, star systems, and other heavenly bodies which you can use to select or avoid places to visit. Make sure to bring your camera. You won't want to be without photos of these exotic places to show friends!

ALKOZ: Make sure you have plenty of this world's glass coins! Spending is bound to be heavy.

ALTAIR: The one-eyed, orange pyramid men who inhabit this star-system will be glad to make you feel welcome.

AMARTA: See Winath.

ANGTU: This planet, with its poisonous, thick atmosphere, no longer exists, so don't sign up for any phoney tours there. Mano, its last native, destroyed his home world.

ANKAR: A dark world with no sun, this planet's animals have radar eyes. Be sure to bring a flashlight!

ANTARES: The Proteans hail from this sun system.

ARBRO: Inhabited by a race of tree men. Its sun has weakened to such a degree that its solar rays don't create chlorophyll for these people any more, and a spray is being developed to save them.

ARION: An artificial sun created by Zaxton Regulus.

BASKH: Watch out for many youngsters. The people were rendered barren for a while and all their children died, but several years ago they again became fertile, so most of the children are around the same age.

BGZTL: Bgztl occupies the same space as Earth, but in the Fourth Dimension. Phantom Girl is from this planet.

BISMOLL: Bring a bag lunch if you're visiting here. Over the eons, microbes made all food poisonous. Through evolution, its inhabitants can now eat anything. Visit Capital City, home of Bismoll's president. Tenzil Kem, Matter-Eater Lad of the LSH, is a favorite son, and we wouldn't be surprised if, as an adult, he is raised to some position of political power on Bismoll.

BRAAL: Living metal monsters prowl this planet, so don't go exploring without a native, all of whom have magnetic power to combat the beasts. You might bring a magnet to play Magno-Ball, a local sport like ping-pong, played magnetically with iron balls. Exhibitions of the native Ku-jui, a fighting technique similar to karate and jui-jitsu are worth seeing. Cosmic Boy is from this planet.

BRANDE'S ESTATE: Definitely off-limits, this small planet is owned by R.J. Brande, and is guarded by sentinel satellites.

BROGG: Don't let rumors of dangerous monsters keep you off this planet. It *seemed* that there were creatures there until Mon-El discovered they were illusions of space pirates to keep their loot hidden there safe from explorers and tourists. It's been removed, so don't go looking for the bounty.

CANOPUS: If you don't like bugs, skip it. An ant race populates this star-system.

CARGG: If you see what appear to be lots of triplets, don't be surprised. This planet's triple sun has given its inhabitants the ability to split into three people. It's considered bad luck there to triplicate three times in one day.

COLU: If you have an inferiority complex, here's another planet for you to skip. Home of Brainiac 5, all its inhabitants are geniuses by our standards. Its history is recounted in Brainiac 5's biography. If attending a birthday party, custom calls for a toast of Kuno juice from ivory chalices. The planet is also known as Yod.

CRAGGOK: A small, out-of-the-way world similar to feudal England. They don't take too kindly to tourists.

DAXAM: Be especially careful not to bring any lead to this planet, as it can cause irreparable damage to all its inhabitants. Similar to ancient Krypton in size, sun and culture, biophysics is the major concern of scientists on this planet.

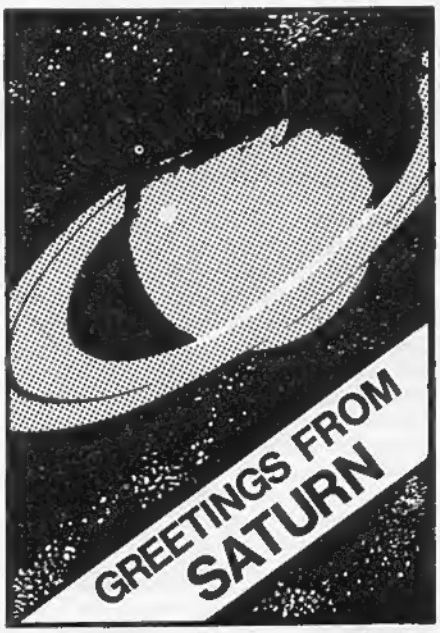
DELTWAN: Vine trees and diamond cliffs stud this planet. Don't steal any, though, customs are tight.

DOLL WORLD: Home of tiny people, there are two cities, both of which are in Middle-Ages culture.

DOMINION: A confederation of worlds that once warred against the United Planets. It was ruled by the Dominators.

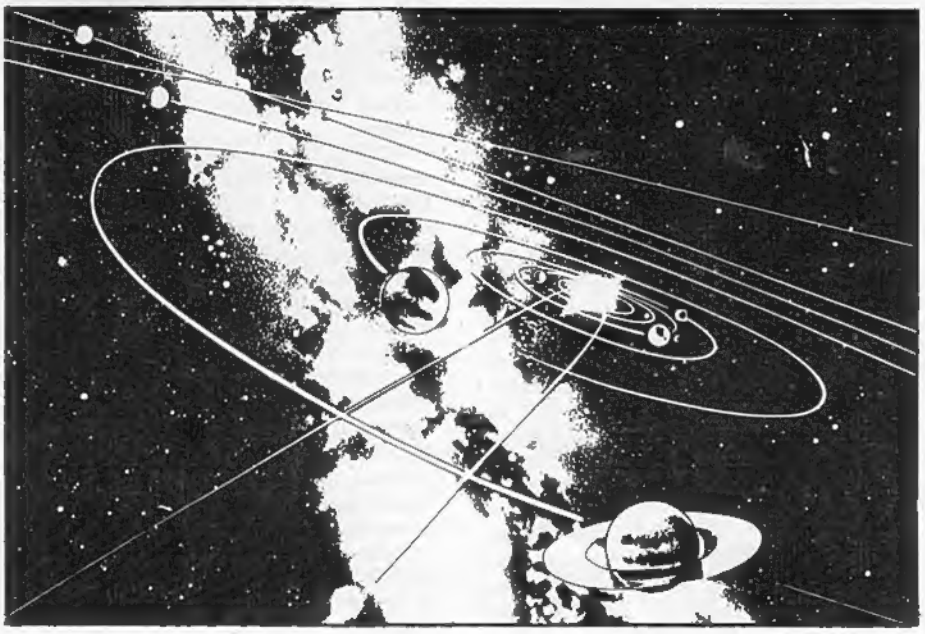
DRACKSLER: Mirrors are used as currency.

here.
DURLA: Durlans are not usually trusted by Terrans because of their ability to change into any form they desire. But be a little open-minded if you visit. Local superstition holds that the Durlan Jinx-Stone brings bad luck to anyone who touches it. Superman saved Twentieth Century Durla from a plague.
FEMNAZ: This planet was inhabited only by women (who deported their men for failure to worship their moon-goddess) until Mon-El and Ultra Boy saved them and brought back their men. Nevertheless, women's liberationists would feel at home here.
FEDERATION: Another group of worlds that, until recently, was warring with the UP.
FROD: Has a double red sun.
GAMAU TOL: Fighting on this planet is done with Krishnu Gauntlets.
GNOGG: A radioactive world, this planet's currency is pure radium. Inadvisable to visit unless strongly protected from radiation.
GORILLA NEBULA: If you're superstitious, don't ride through the mouth of this natural formation. It's considered bad luck.
GRAA: An unexplored, undeveloped, uncivilized jungle planet, uninhabited by humans.
GRATH: If given a gourd here, don't eat it. It's money!
HAJOR: A planet that exploded. Kid Psycho of the Legion Reserve is its only known survivor.
HUOP: Energy beings live here, and energy money is used.
HYDRA: Inhabited by green, three-headed, six-fingered beings.
HYRNAK: Plants on this planet blossom into live animals.
IMSK: Everyone on this world can shrink, as can anything they have treated with a special chemical, so be prepared!
INTERPLANETARY BANK: A satellite in space that exchanges currencies, it is very secure against theft, guarded by fierce beasts. Be sure to stop here to get money for whatever worlds you will be visiting.
INTERPLANETARY POST OFFICE: Nice place to visit to see how interplanetary mail is handled. Many different branches.
JUPITER: Ruled by a Governor-General, colonized spots are perfect for tourists who don't want to leave our star system. Fighting with trident spears is a local sport. Don't be around when rainbows appear between the moons if you can help it. It's an unlucky sign. Many fierce animals prowl the surface of Jupiter, such as mastodons with eight horns and three mouths, camelephants, and the two-trunked mastodons.
KAFFAR: Don't be surprised if you see few windows on buildings. They're considered bad luck.
KARAK: A wild, lonely planet with star observation outposts.
KARMATH: Light-jewels are used for light at night. They pick up any light at all and intensify it. If you buy one, make sure it is kept out of sight where there is any light present, as it can easily blind you.
KATHOON: Kathoon is in constant darkness, without a sun, heated by internal forces. Night Girl came from here.
KHANN: Inhabited only by criminal outcasts of many worlds, brains of villains are preserved here and give out free advice. Not considered a particularly safe place for non-criminals.
KHUND: A warlike planet that was defeated in an attack on Earth, populated by humans.
KORBAL: A lightning world with breathable atmosphere, dangerous lighting beasts inhabit this planet.
KRALLAK: Populated by green lizard people, Krallak used to have a moon, but it exploded.
LAHUM: Peralla was the ruling president. He was warring against other worlds until overthrown by the Legion Espionage Squad. Chemically-grown humanoids provide the planet's defenses. Huevas is the capital city.
LALLOR: Their group of super-heroes have made this world a relatively safe one. Duplicate Boy, Evolvo Lad, Gas Girl, and Life Lass are Lallor's defenders.
LOST WORLD: A planet that wanders throughout the universe, the super-powerful machinery of a long-extinct populace is scrupulously guarded by law-enforcement groups all over the universe.
LUPRA: Home of Color Kid.



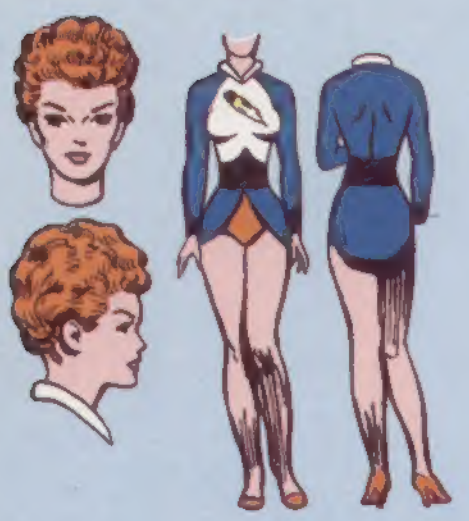
LURNA: A great variety of fantastic animals such as Hypno-Beasts and Flame-Beasts populate this planet.
LUVAN: 8-armed, green octoid men inhabit this world.
MANNA-5: The agricultural planet that provides food for billions on other worlds.
MARDRU: Home of Chlorophyll Kid.
MARS: Our closest neighbor, many cities have sprung up, including the greatest one on that planet, Mars City, with its famous impenetrable dome, and many cities near the polar ice caps. Low Martian gravity makes superskyscrapers possible, such as the Spaceport's Tower Restaurant, which is five miles high. A beautiful vacation site, and a prime tourist resort with breathable atmosphere.
MERCURY: Gas money is used on this planet.
MIRAGE WORLD: An unexplored planet in a location known only to the LSH, cities of phantoms,created by a dead race to scare away intruders,dot this world.
MODO: Until the Legion raided this planet, it was a haven for criminals, ruled by Modulus.
MOON: Earth's satellite is still barren and inhospitable, but it has been discovered that unknown races inhabited its caverns in the distant past. You might want to see the alien ruins.
MORVEN: Home of the fear-beast, keep away from it.
MOUNT RUSHMORE OF SPACE: Popular tourist site, asteroids have been carved into heads of the most famous people of the Universe.
MRYNAH: There is no crime on this world because a martyr named Braino somehow managed to stop crime. You might want to see such a unique world.
MYAR: An alchemist's planet.
NADIR: A feudal planet in another dimension.
NALTOR: Naltor is a super-scientific planet where everyone has the power to see into the future to a limited extent, via dreams and visions. All stock dealings are done a month in advance, and this ability has made the society a unique one. A High Assembly is the governing body of Naltor.
NARA: Another unexplored jungle planet.
NEPTUNE: The people of Neptune can flatten themselves. You might remember the Invisible Eagle of Neptune from Earth's Interplanetary Zoo.
OOMAR: The lotus fruit, an illegal hallucinogenic, is from this planet.
ORANDO: A superstitious, unscientific planet with a society similar to that of feudal England. The natives are particularly proud of the artistic developments on the planet. There are no spaceports, which makes visiting virtually impossible, and there is no way to contact the planet by radio or video. The Spirit King is an evil omen/symbol to the people. The ruling class of Orikals is a group of mystics including royalty. The world is ruled by King Voxv. The princess of Orando, Projectra, is in the Legion.
ORANZ: A planet in continual darkness, constantly lit by "cold light" globes.
PARADISE PLANET: Unless you are a billionnaire, forget it. Few people can afford space travel out of the solar system, but once you get to this famous resort planet, you had better have a lot of cash to spare.
PASNIC: Half the planet, populated by the Kryofys, is in eternal dark. Wear purple when visiting there. The Lapturs populate the half of the planet that is in perpetual light, and orange is their color. The two races, both with nuclear capacity, were feuding until the Legion arranged a cease-fire.
PIRATE PLANETOID: Another haven for criminals.
POLATOR: A neutral world which does not take sides in interplanetary disputes.
PREZTOR: Stay away from that planet's Taboo Island, on which live evil demons that have been known to possess the humans of that world.
PRISON PLANETOID: Maximum security prison for the galaxy's most dangerous lawbreakers.
PROCYON: Natives of this star-system have ten arms, so watch your pockets.
PUPPET PLANETOID: Used by super-giant children from another dimension, this obscure world has marionettes all over it.
QUARANTINE WORLD: Isolation ward of the Universe. Those with dangerous illnesses

go here to be cured or die.
RIMBOR: Home of Ultra Boy. Try their Vege-Steaks. They come highly recommended.
R-K528: The planet with the famous Romance Valley, the most romantic spot in the Universe. If you're travelling with someone you love, this is a must-see.
ROJUN: Inhabited by yellow, bald beings, they use living crystals for money.
ROKYN: Kandor was enlarged upon this planet in the Twentieth Century.
RORBIS: Home of the Interplanetary Rodeo, a tourist favorite.
SATURN: Saturn and her moons are those rarities in the Universe: Worlds without crime. This is because the radiation from its rings cancels out Saturnians' criminal tendencies. The planet itself is generally uninhabited by humans, but there are such creatures as the Stone-Dragon, Scorpion Beast, and Tri-Hydra.
SEERIS: An advanced planet in another universe. The people there have ignored their bodies, concentrating all efforts on developing their minds.
SHANGHALLA: The famous cemetery-satellite for super-heroes from all over the cosmos. It is revered by billions of inhabitants in millions of galaxies. Terrans might be interested in seeing the tomb of Triplicate Girl's third body.
SHWAR: Home of Fire Lad.
SIMBALLI: Another jungle planetoid.
SIRIUS: People in this star system use needles for money.
SKOR:Populated by an advanced humanoid civilization.
TAKRON-GALTOS: A maximum security prison where prisoners are forced to mine as punishment.
TALOK VIII: A planet where modern science and primitive weapons are combined. Its race of blue beings live in what we would consider a backward culture. Light weakens them, and they can see in the dark. Nevertheless, towns are not artificially darkened in daylight. Their warriors have tremendous skill and are feared throughout the galaxy. Shadow Kid, Shadow Lass' cousin, is this planet's hero.
TALTAR: A planet with a matriarchal society.
TALUS: Cosmic junkyard. An artificial asteroid made up of wrecked ships.
THANAR: An asteroid inhabited by mineral-fleshed people.
THARR: Heat storms caused some people to develop the power to radiate intense cold. Tharr is well-known for its "living paintings."
THAUN: An unlucky mystery world where superstition rules.
THROON: A jungle planet with only one man-made structure, a giant tower. Two old men are the last of that planet's race.
TITAN: A moon of Saturn, all humans who call themselves natives of Saturn are actually from Titan. All people have ESP abilities, and crime is non-existent.
TOLK: Home of the beautiful Galactic Aviary, a worthwhile sight if you can get there. Bring color film.
TOMBOR: A planet of wraiths.As the planet's resources depleted, the people transformed themselves to adapt.
TROM: A radioactive environment gave this planet's inhabitants the power to use mental radiation to alter any atomic structure, giving the ability to change elements. Because of this power, money was paper currency printed on special presses with plates made by a process no counterfeiter could duplicate. There was no gold or silver standard to give the money worth, such as we have on Earth. Roxxas and his raiders destroyed that race with the sole exception of Element Lad when the people refused to use their power for him.
TULVA: Home of the witch wolf, the deadliest beast of that star system, gives off invisible, poisonous radiation. The beast senses a being's greatest abilities and turns them against them.
UMRAX: Under no circumstances go down on this planet without an adequate supply of oxygen. The air on this planet renders humans unconscious.
VAALOR: Home planet of the dead hero, Nimbok.
VANNAR: One side of that planet always faces its sun.
VASMEER: Mog Yagor was a hero on that world who saved that planet fighting a space beast. He was killed in that fight.
VENGAR: Home planet of the long dead Ekron civilization, which was responsible for many lost scientific wonders. Its Emerald Eye was discovered and appropriated by the Emerald Empress.
VENTURA: A gamblers' world. The interstellar answer to Las Vegas, even in the 20th Century.
VENUS: Venus was first explored by an Unknown Spaceman. It has since been colonized. Transmutation is considered evil there. Flora and fauna native to Venus include the octopus vine, hoppers, the sneep (a tiny creature), and the gyrak, a tiger-like wild animal.
VONDRA: Home of the Valley of the Aurora, which temporarily makes people about fifteen years younger.
VOR: On this planet, the rare element Vorium is dug up by matter-eating beasts.
VORAN 4: A prison planet for permanently disabled criminals who cannot escape because of their disabilities.
VORN: A jungle planet with weird beasts like the dralgo, flasher-beast, vran, lian, maw, and volcano beast. Human colonies generally falied and there is only one extant city. Not an especially pleasant place.
VURUNA: A water-world with no land. Cities are floating on pontoons. The people there are very peaceful, and huge, valuable colored pearls are beautiful natural resources.
WINATH: Home of Lightning Lad and Light Lass. Also known as Amarta.
WORLD OF DEAD ROBOTS: Gigantic mechanical robots were created by humans to serve their needs. The robots revolted and drove their masters away. Unable to repair themselves, they eventually stopped running and "died."
WORLD OF 100 MOONS: Uninhabited, but presents a beautiful view at night. Stop there for a while if only for the view.
XALLA: You can get a time-mirror, which will show how you will look when you age, here.
XANTHU: An industrialized planet with natural beauty still in abundance. Many rough diamonds spot the terrain. Interlac is not widely spoken, so get either a dictionary or translator. The parakat, a talking tiger, lives in the Jungle Mountains.
XENN: A planet that exploded The Legion evacuated the inhabitants before the explosion.
YOD: See Colu.
YORRG: An unexplored planet populated by reptile people.
ZADRON: An advanced, peaceful planet.
ZEROX: Sorcerers descended from Earth magicians live on this planet once ruled by Mordru.
ZINTH: Power crystals provide the people with heat and light.
ZOND: Metallic humanoids live on this planet. They consider it good luck to be hit by lightning.
ZOON: Zoon has three different colored suns. Zuunium is a rare mineral mined there.
ZWEN: Zwen rotates so slowly that nights last half an Earth year.The inhabitants evolved the power to turn into stone, a type of suspended animation, during these nights. So don't be tempted to spend the night if asked unless you're on a really long vacation.
ZYZAN: A hot world inhabited by yellow creatures with red spots. Not very comfortable for humans.
Have a good time!

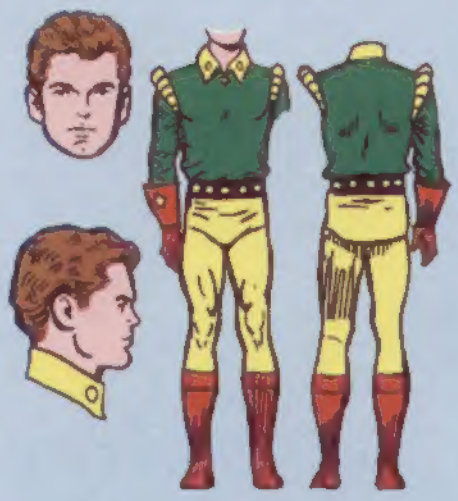


Extra! LEX LUTHOR BECOMES A BIZARRO IN THIS ISSUE!
Adventure COMICS
featuring The LEGION of SUPER-TRAITORS!
Starring SUPERBOY, MON-EL, SATURN GIRL, SUN BOY and the SUPER-HEROES
Adventure COMICS
THE FIRST BOLT TO STRIKE A MEMBER'S WAND WILL FLASH THROUGH THAT LEGIONNAIRE'S BODY AND REVIVE LIGHTNING LAD! BUT I WARN YOU... WHICHEVER ONE OF US ATTRACTS THE LIGHTNING...WILL DIE!
featuring "The SUPER-SACRIFICE of the LEGIONNAIRES!"
Adventure COMICS
featuring SUPERBOY and the LEGION OF SUPER-HEROES
THE TALE THAT WILL STUN THE WORLD! THE LEGIONNAIRES KICK OUT THEIR BUDDIES, SUPERBOY and SUPERGIRL! FIND OUT THE REASON IN... "The OUTCAST SUPER-HEROES!"
Adventure COMICS
featuring SUPERBOY and the LEGION OF SUPER-HEROES
FEATURING AN AMAZING PREVIEW OF THE FUTURE IN WHICH SUPERMAN TEAMS UP WITH... "The ADULT LEGIONNAIRES!" SEE WHICH MEMBERS WILL LIVE...MARRY...DIE!
DC SUPERBOY 20¢ NO. 197 SEPT 1974
Starring The LEGION OF SUPER-HEROES
NEW! TIMBER WOLF, DEAD HERO, LIVE EXECUTIONER!
Adventure COMICS
featuring SUPERBOY and the LEGION OF SUPER-HEROES
...WE, THE LEGIONNAIRES, COMMIT SUPERBOY'S BODY TO THE DEPTHS OF SPACE! MAY HE REST IN PEACE!
BURIAL IN SPACE!
Adventure COMICS
featuring SUPERBOY and the LEGION OF SUPER-HEROES
IT'S TRUE I KILLED THIS OUTLAW BUT IT WAS SELF-DEFENSE!
THAT'S NO EXCUSE, STAR BOY! WHEN YOU USED THIS DEADLY WEAPON, YOU BROKE THE LEGION CODE!
YOU'VE KILLED ONCE... YOU'LL KILL AGAIN!
YOU'RE EXPELLED! WE DON'T WANT TRIGGER-HAPPY MEMBERS IN THE LEGION
featuring The LEGIONNAIRE WHO KILLED! CO-STARRING DREAM-GIRL!
Adventure COMICS
featuring SUPERBOY and the LEGION OF SUPER-HEROES
WE'VE BEEN TRAPPED BEHIND THIS IMPENETRABLE BARRIER FOR A LONG TIME, LEGIONNAIRES... BUT NOW, NO POWER IN THE UNIVERSE CAN HOLD US!
ESCAPE OF THE FATAL FIVE!
Adventure COMICS
featuring SUPERBOY and the LEGION OF SUPER-HEROES
COMPUTO SPEAKING! SURRENDER, SUPERBOY! OR I'LL ANNIHILATE MY OTHER MESSAGE JUST AS I'M DESTROYING TRIPLICATE GIRL!
THIS HEARTLESS JUKEBOX MEANS BUSINESS! BY FIGHTING IT, I'VE SACRIFICED POOR TRIPLICATE GIRL! I CAN'T LET HIM DESTROY LIGHTNING LAD SO I'LL GIVE UP!
Introducing COMPUTO The CONQUEROR! THE ELECTRONIC ENEMY PROGRAMMED TO WIPE OUT SUPER-HEROES!

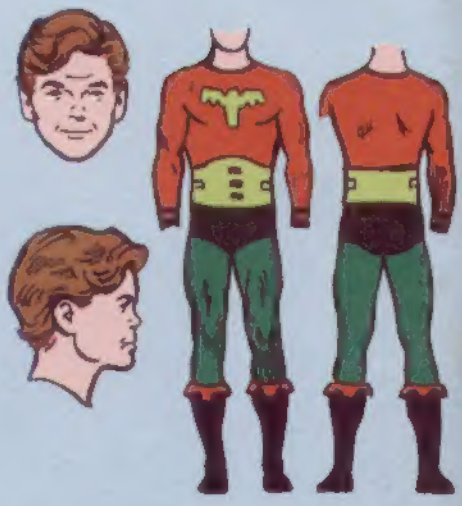
LIGHT LASS



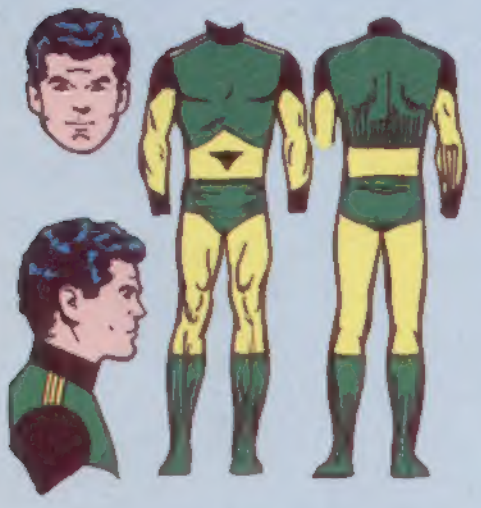
COLOSSAL BOY



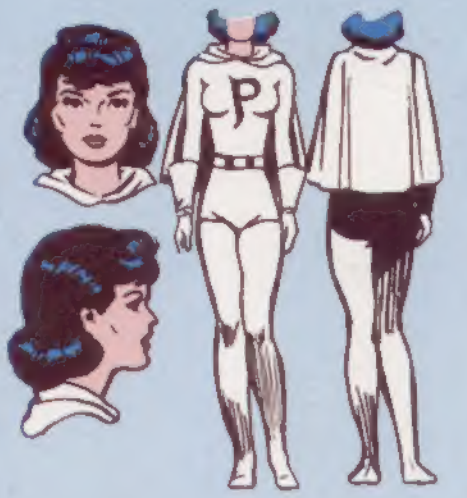
ULTRA BOY



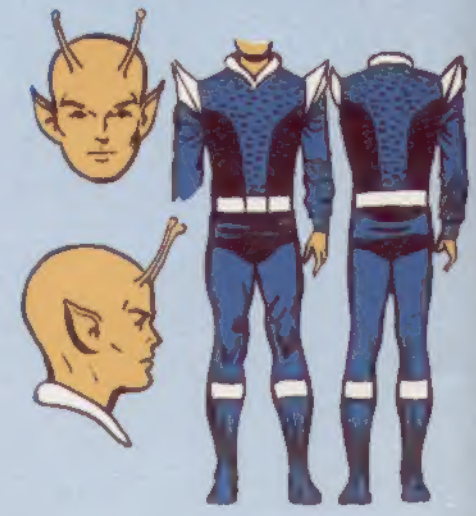
MATTER EATER LAD



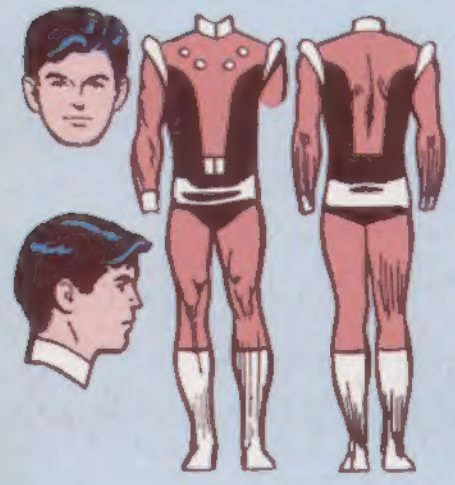
PHANTOM GIRL



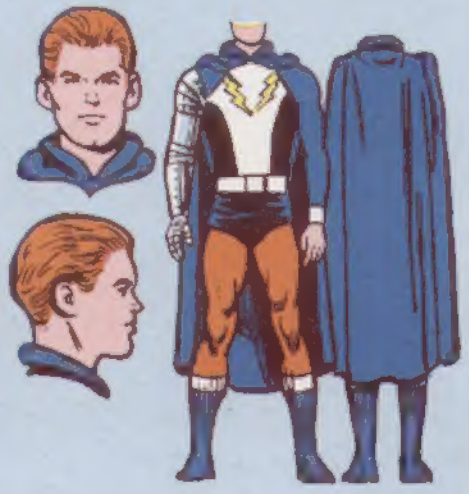
CHAMELEON BOY



COSMIC BOY



LIGHTNING LAD



SATURN GIRL